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No.104

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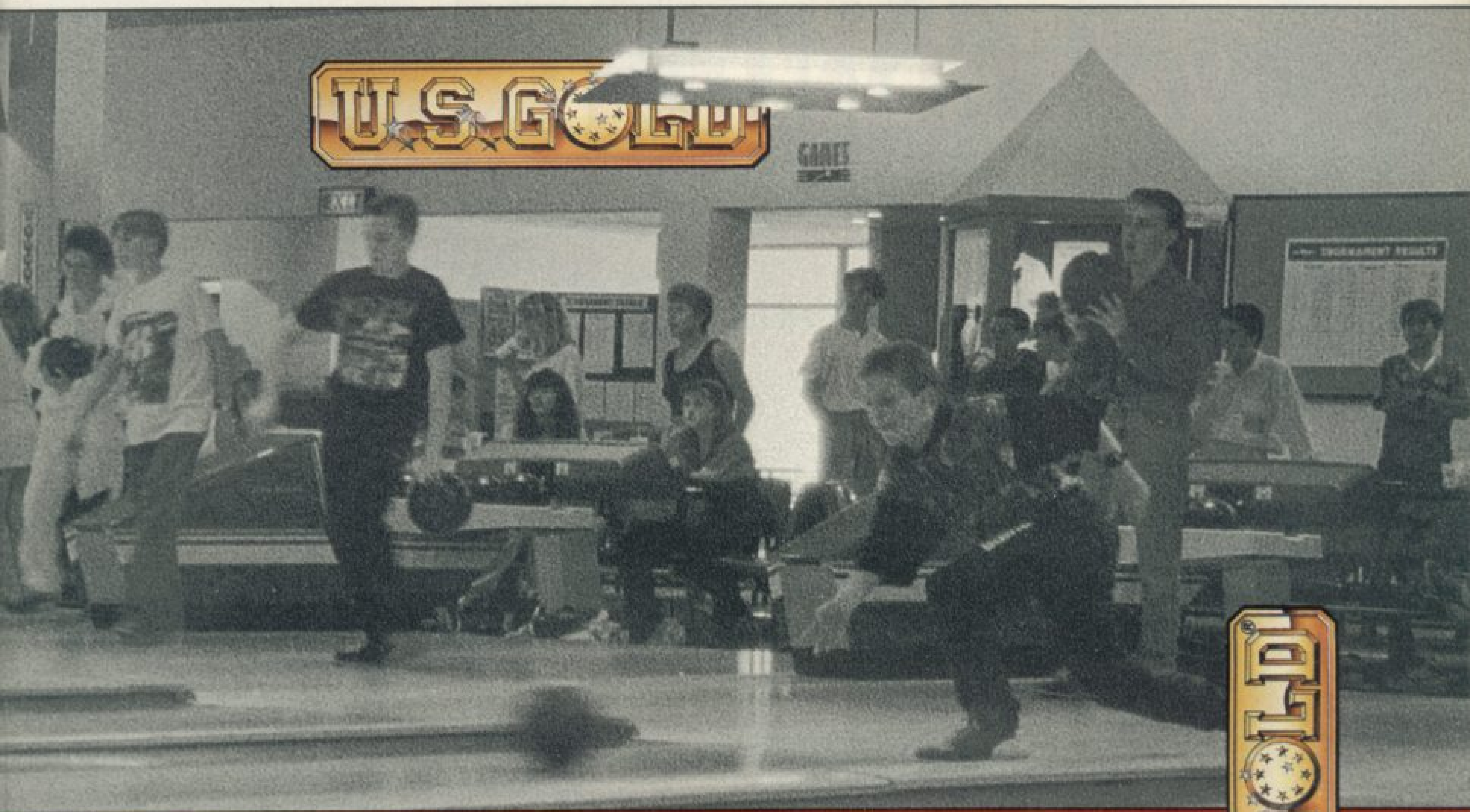
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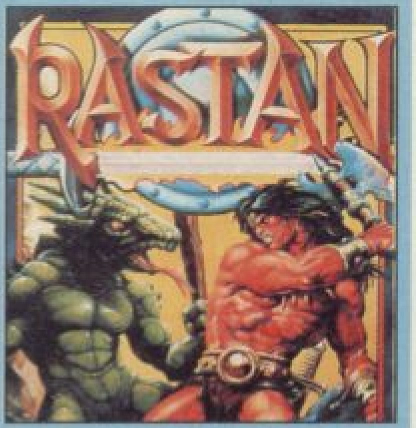
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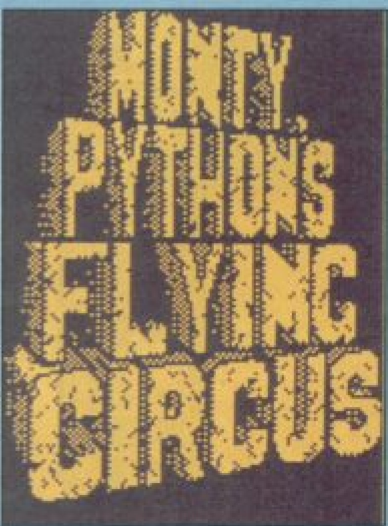
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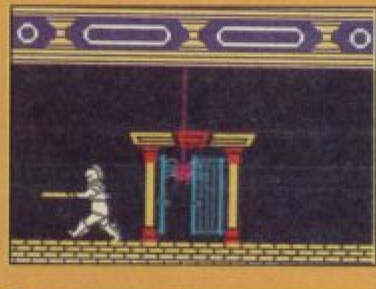
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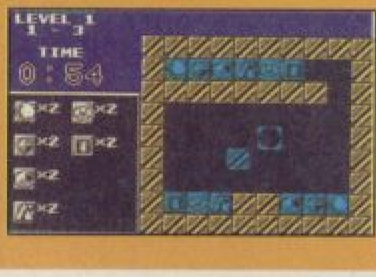
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Gift from the Gods was a Classic when it first appeared at full price. And now we're giving it to you absolutely gratis. And there's also four levels of Puznik, Ocean's maddening puzzle spectacular too! AND POKES! AND CHEATS! Cah!





SPECIAL BLOCKBUSTER PREVIEW! 10



The two big titles for Autumn are nearly upon us! Will Schwarzenegger's bulging pecs prove a match for the Turtles bulging, er, shells? Take a look as our movie tie-in preview and decide for yourself!

CES SHOW COMPETITION 22



Pherk! You've seen the card on the front of the issue, now USE IT to scoop a right tasty load of electronic gadgets.

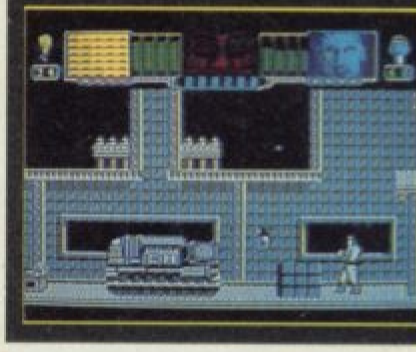
SHOWGUIDE 24



No more blundering around dodging the dreaded sticker-women and the Atari Modem vendors. Our simple guide highlights the stands of interest for Speccy owners.

SOLUTIONS IV 31

Hammerfist completely busted! Plus! The remaining levels of Crackdown too! All in 16 glorious colour pages!



CONNECT 35

All the regulars PLUS! The SU CREW WIN THE WORLD CUP! Read this month's unlikely tale on pull-out page 14.



FAST CARS! 62

Pedal to the metal etc! GASP as Jim races around in a not-very-slow Lotus. MARVEL at the pictures of possibly the best race game on the Spectrum.



NEXT MONTH! 80

Never before have we bothered to incorporate the humble next month page here, so early in our organ (oo-er!) This month, however is rather special...



HE'S BACK... TO PROTECT THE INNOCENT
ROBOCOP 2™
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DOUBLE HITS 5

PUZZLES & MYSTERY!



Most humans, if required to come up with a bigger and better Doublehits tape every month, would simply explode with despair. But not the SU Crew; effortlessly, they excel themselves regularly, and all to make you the reader a happier, healthier and more fulfilled individual.

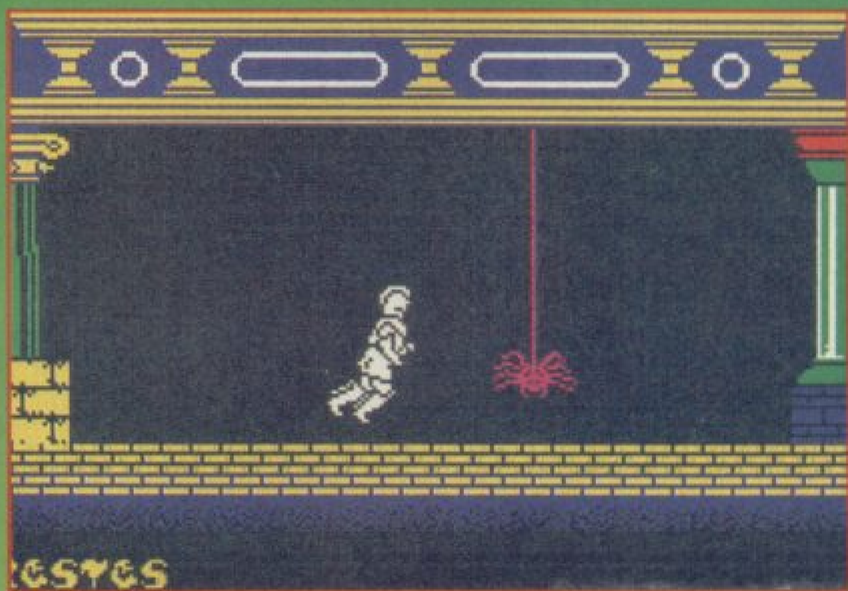
So what do we have for your delectation this month? A bit of Ancient Greek jiggery-pokery, an unbeatable selection of tips and pokes and an exclusive demo, that's what.



GIFT FROM THE GODS

Ocean's 1984 title, written by Denton Designs, returns from the grave for a well-deserved second outing.

You play Greek tragic hero Orestes (that's pronounced Oh-rest-ees), whose quest is to recover the hidden treasures of the Gods. On his travels through the caverns of the Underworld he'll encounter three-headed serpents, poison-spitting skulls, deadly spiders and spooky apparitions. Fortunately he's armed with a big chopper and a shiny helmet (oo-er), and can also use his winged shoes to fly over the worst dangers. Remember, though, that flying uses up your energy a lot faster, so keep an eye on your Stamina meter. You can fly past most pillars, but avoid bashing into purple walls and ceilings, which will cause you to fall and lose stamina.



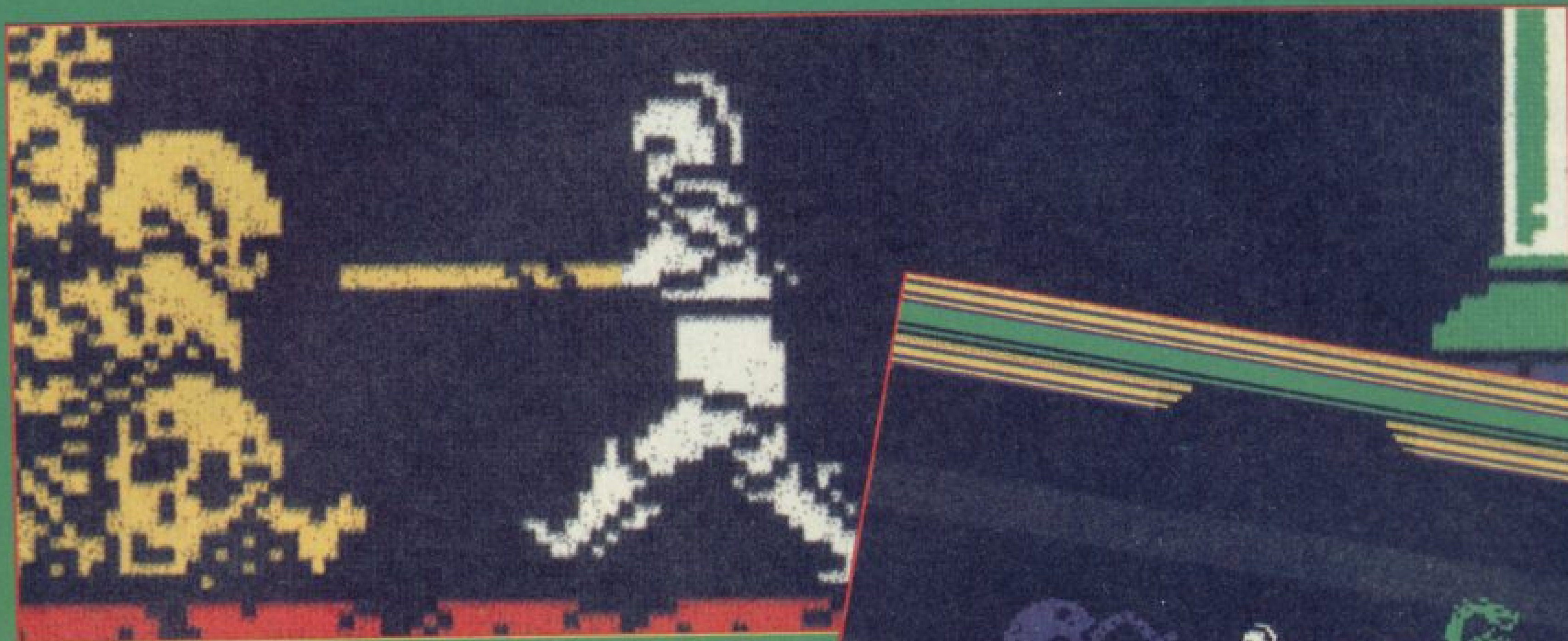
PUZNIK

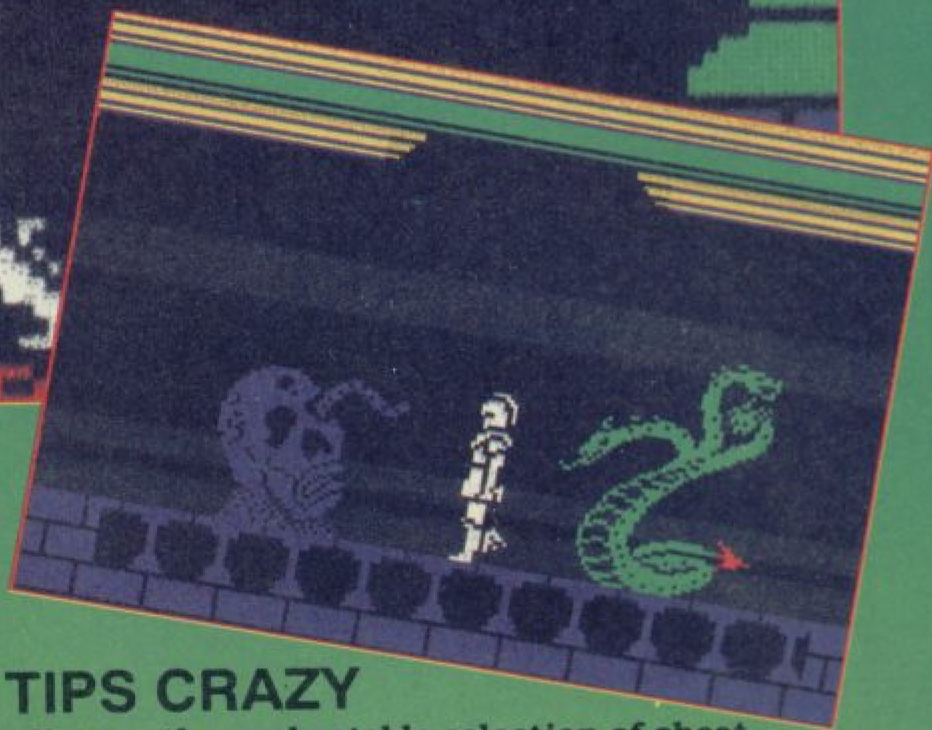
Tired of boring old shoot-'em-ups? Want to use your pathetic excuse for a brain instead? Take a look at Puznik - it'll drive you potty.

This challenge to your insight and strategy involves clearing levels full of sliding blocks. There are several different kinds of blocks, each marked with different symbols and worth different points values. (If you press the definable Retry key and select Digits, the symbols will be replaced by numbers).

To eliminate blocks you must bring the same values together. After defining your control options, move the cursor over the block you want to control, press Fire and move left or right to move the block. It will fall as if under the influence of gravity - you can't move blocks up.

Try to plan ahead, especially if you have odd numbers of blocks - if you're left with a block you can't eliminate at the end of a round, you can't progress any further.

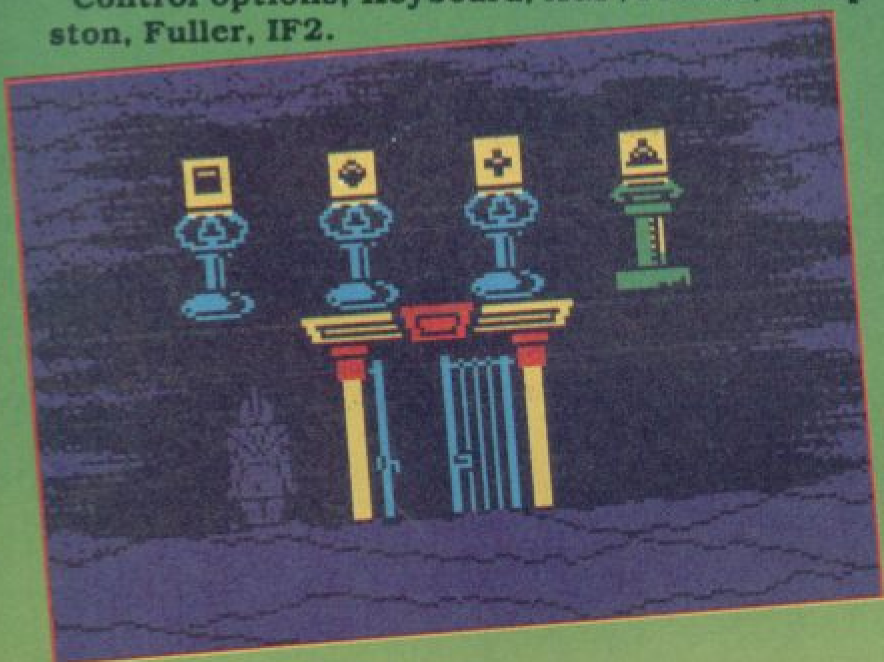




If you can find your sister Elektra, she will lead you in a remarkably spooky way to a hidden chamber containing keys to other levels.

Controls are fairly obvious - left/right to walk, up/down to fly, fire and left/right to stab. To move through a door, face it and pull the joystick down.

Control options; Keyboard, AGF/Protek, kempston, Fuller, IF2.



TIPS CRAZY

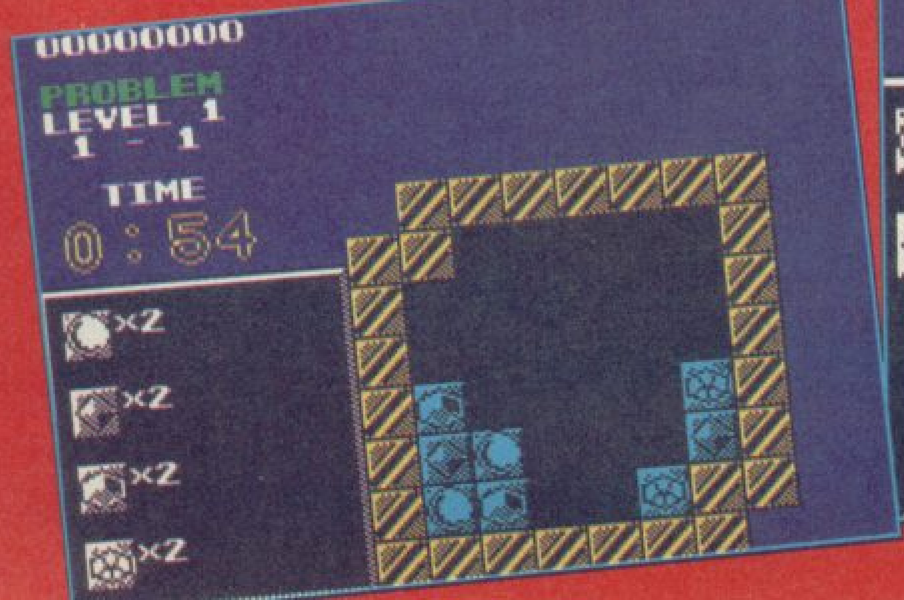
Yet another unbeatable selection of cheat modes and Multiface pokes which will turn you into an unstoppable game killing machine.

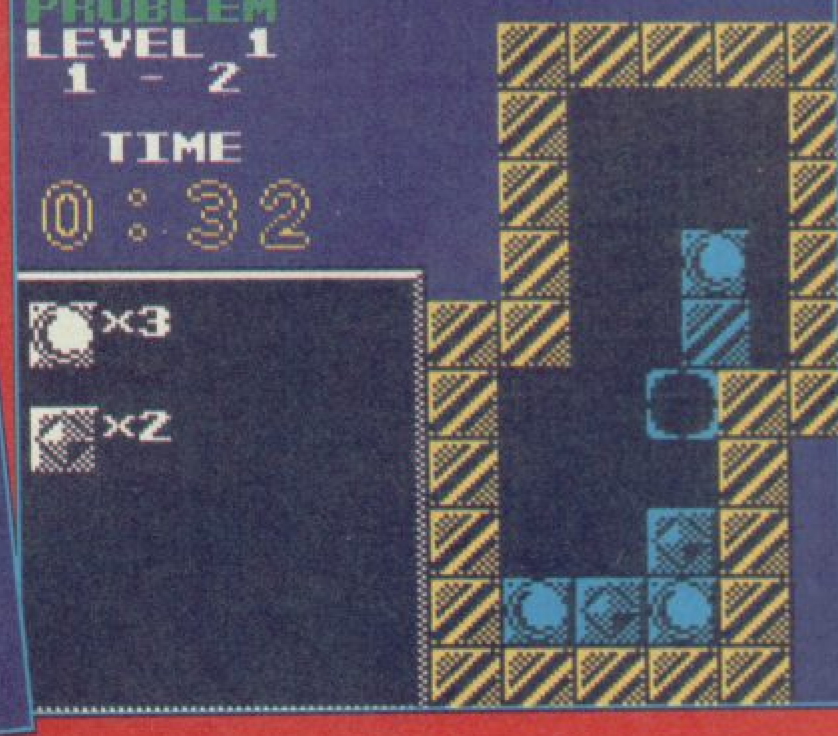
There are twenty cheats, for titles including P47, Moonstrike, Sanxion, Task Force, Shanghai Warrior, Mr Heli, Castle Master and Rainbow Island. Just load the Cheat program, select Cheats/Tips from the opening menu and follow the on-screen instructions.

If you have a Multiface you can also use the pokes for games such as Thundercats, Target Renegade, Cybernoid, Galaxy Force, Toobin' and Rock'n'Roll. Just select Multiface from the opening menu, take a note of the poke values given, and use them with your Multiface to gain infinite lives, extra speed or time.

On later levels, moving platforms make life more complicated - on the other hand, you can use then to carry your blocks to more useful locations. Remember that the timer is ticking away all the time.

Your Doublehits tape contains the first four levels of Puznik - the finished game contains, ooh, loads and loads. Enjoy.







Velly stlange, these Japanese. You always feel that their game plots result not from in-depth planning sessions, but from nightmares induced by an overdose of bad sushi.

Plotting, (and that must be one of the oddest titles for a computer game ever), is a Taito coin-op conversion, and it's all about blocks. A bit like Breakout, really, only with elements of Rubik's Cube and Tetris in it. Oh, and a bit of Pacman, but only in the sense that the hero is a little yellow blob.

Here's how it goes. The little yellow blob can move up and down on the left-hand side of the screen. On the right-hand side are piles of blocks, and a sloping roof again composed of blocks, the layout of which changes on each level.

Blobby has a block in front of him, and the idea is to fire it at the pile of blocks, trying to hit one bearing the same design; a Taito symbol, cross, red circle or green square.

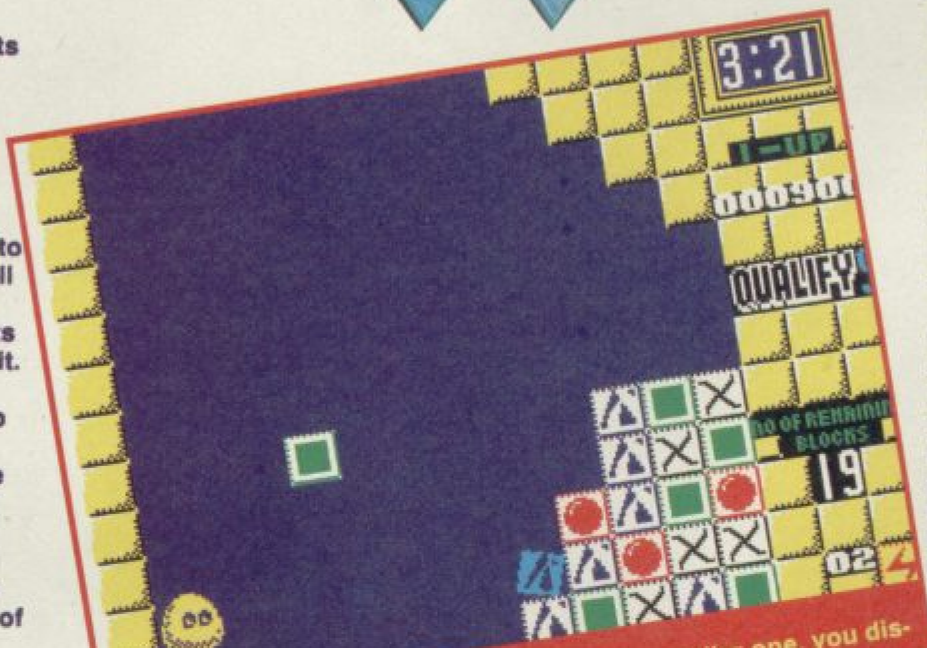
If you hit a block of the correct design, the next block along, whatever its symbol, flies through the air to land back in front of Blobby. But, you ask, what happens if you can't see a block of the right design? Well, you can try moving to the top of the screen and bouncing your block off the roof at 90 degrees; this allows you to hit blocks on the top of the pile. A flashing yellow arrow shows you the point you're aiming at, but doesn't actually indicate whether it's a worthwhile shot or not.

If there's a row of blocks of the same design, you can wipe out the whole lot in one go, earning big points bonuses. The ultimate idea is to clear a certain number of blocks (not necessarily the whole amount) in the time allowed, which decreases for each subsequent screen.

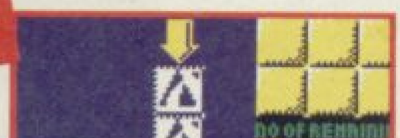
If you manage to completely miss a block of the correct design, you'll still get a block back, but instead of one of the normal patterns it will bear a terrifying lightning flash. This means that you've lost a life, but the lightning block can be used to hit any design. Your game will come to an end, though, if you put yourself in a position where no blocks of the current design are accessible; "Sorry, you have no current move" appears, and that's your lot.

On later levels the plot is complicated by tubes which appear dotted over the screen. These prevent you from hitting some columns of the pile, but let you shoot through them to hit others. What with these, the decreasing time limit and the increasingly demanding numbers of blocks required to qualify for the next level, Plotting should keep you occupied for level after level (if you're a bit mad).

The graphics are pretty plain. I don't see any reason why the same gameplay couldn't have been accompanied by a few slobbering space aliens or massive explosions. But if you're the sort of chappie who says "I know it looks simple, but the gameplay's great!", then you should check out Plotting.



Boing! By hitting the Taito symbol with a similar one, you dislodge the shape behind it, in this case a green box.





Cah! Bodged! Thirteen blocks left and your total was nine. AND there wasn't even a next move to make. Back to Plotting School!

SCORES

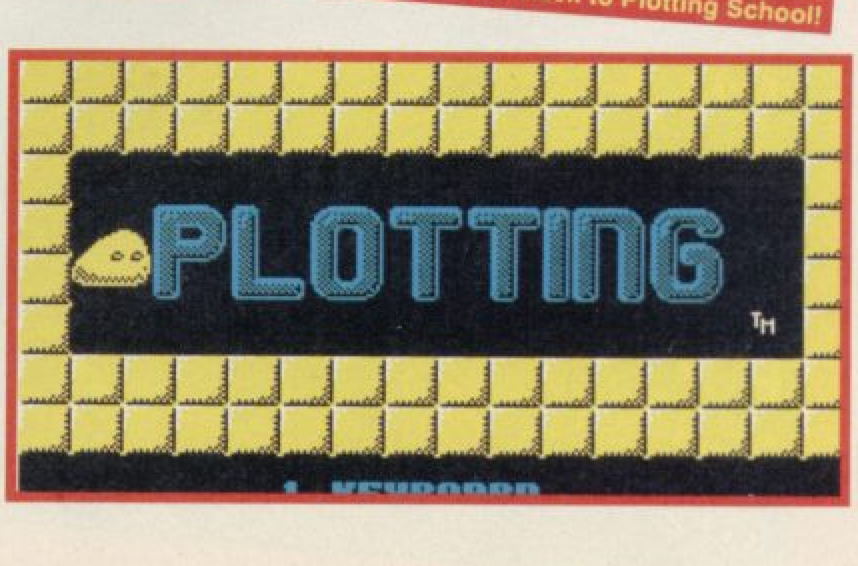
Graphics	55
Sound	58
Playability	90
Lastability	89

OVERALL 88%

Looks okay, plays brilliantly. An absolute must for puzzle fans.

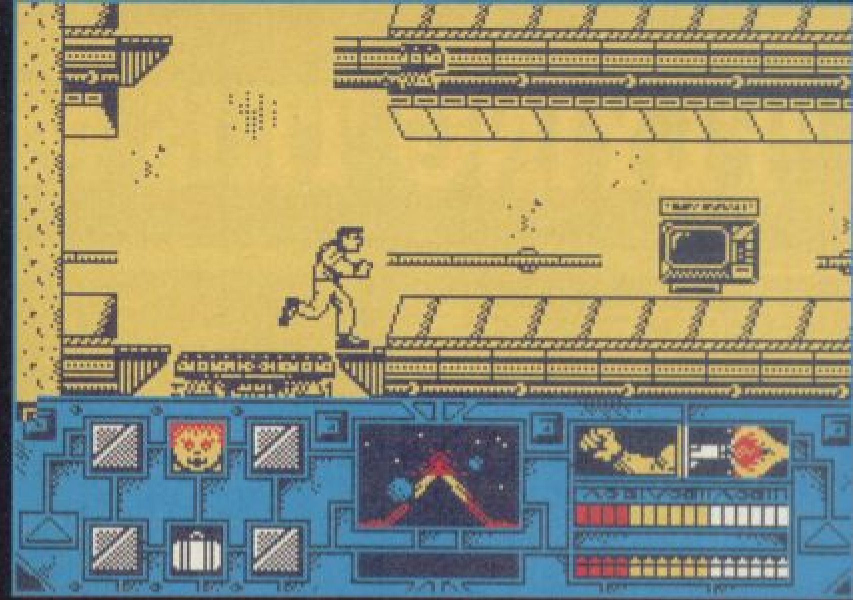
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CHRIS JENKINS

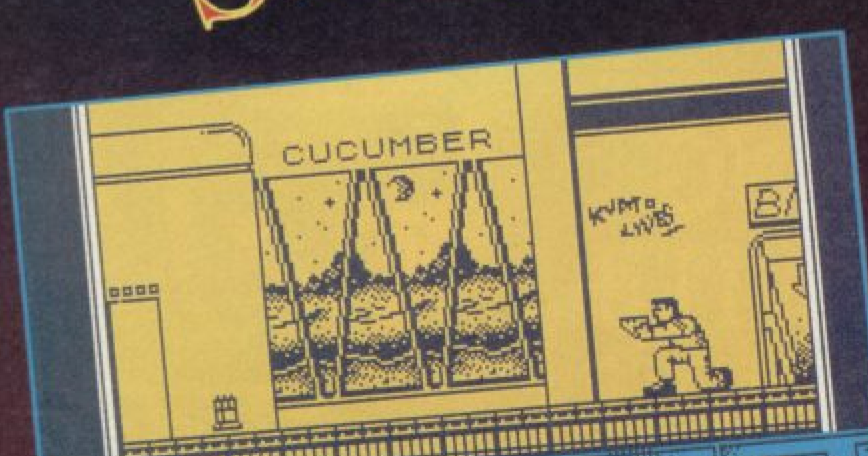



"FLYING THIS MISSION IS LIKE...
U.N. SQUADRON™
...SHAKING HANDS WITH THE DEVIL."
Atari ST version.
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.
Available on:
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Spectrum 48/128K cassette.
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MOVIE PREVIEW SPECIAL



TOTAL RECALL



*H*e's back! He's mean! And he's got muscles out to HERE! Yes, it's Arnold Schwarzenegger, last seen in pixel form in Red Heat (and previously in Predator). Now Arnie pops up again in Total Recall, his biggest movie yet (said to be the most expensive film ever made (apart from Die Hard2 - Ed). The computer version, being programmed by Active Minds, looks like being his biggest game too - if you want sci-fi thrills and megaviolence, this is the one for you.

TEENAGE MUTANT NINJA TURTLES

Aren'tcha just sick of 'em already? Teenage Mutant Hero Turtle comics, films, cartoons, towels, beachballs, bubblegum, boil ointment, bagpipes, barbecue sauce, baking foil... and finally the computer game. I don't care if I never see another shell-backed little b***er as long as I live.

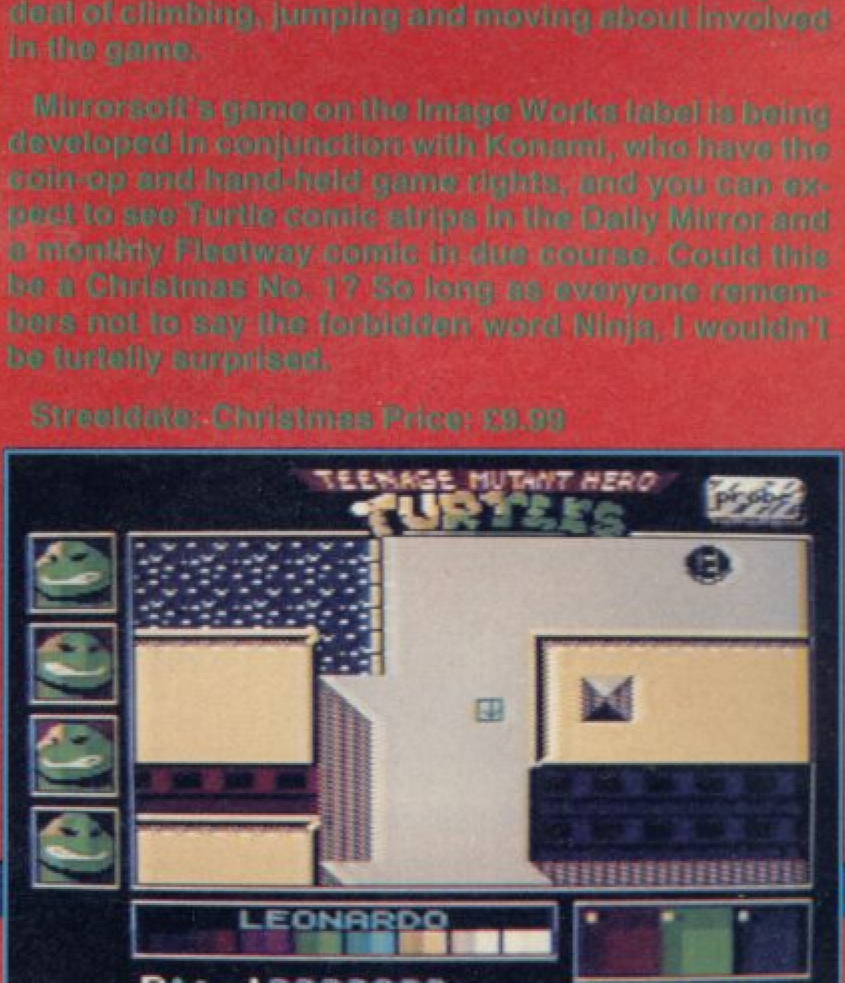
Still, Mirrorsoft pulling off the licence deal was something of a coup, considering that the movie Teenage Mutant Ninja Turtles has taken 130 million dollars, and Turtle merchandising is supposed to be worth seven skillion pounds over the next fifteen years, so yah boo sucks to every other computer game company in the world.

Mirrorsoft swear blind that the game programming is being done by Raphael, Donatello, Michaelangelo and Leonardo themselves, but we're pretty sure it's actually being done by experienced programmers Probe. Still, if it turns out bad, they can always use the excuse that it was written by amphibious reptiles.

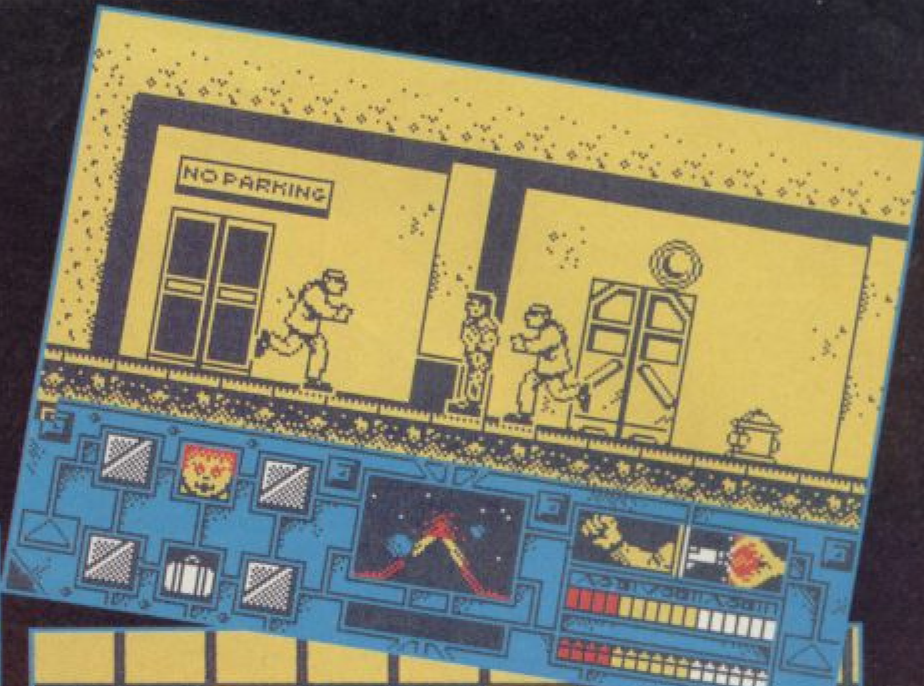
So far all we've seen is the screen shots here, from which it's pretty safe to conclude that there's a good deal of climbing, jumping and moving about involved in the game.

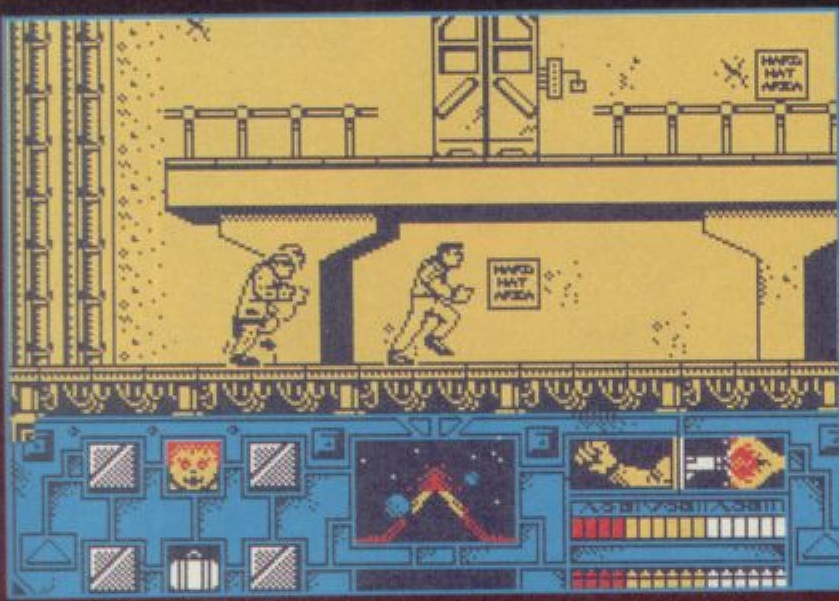
Mirrorsoft's game on the Image Works label is being developed in conjunction with Konami, who have the coin-op and hand-held game rights, and you can expect to see Turtle comic strips in the Daily Mirror and a monthly Fleetway comic in due course. Could this be a Christmas No. 1? So long as everyone remembers not to say the forbidden word Ninja, I wouldn't be turtelly surprised.

Streetdate: Christmas Price: £9.99



In the movie, loosely based on the Philip K. Dick short story We Can Remember It For You Wholesale, Arnie plays unassuming construction worker Doug Quaid, whose strange flashes of memory convince him that there's a deep dark secret waiting for him on Mars. Off he rockets to the red planet, but 'course, before he finds out what's going on he has to take on Mars's big boss Cohaagen, his lethal security police, android cab drivers, manic mutants and terrifying terrorists. Inevitably, this demands that Arnie shoots a whole bunch of people.







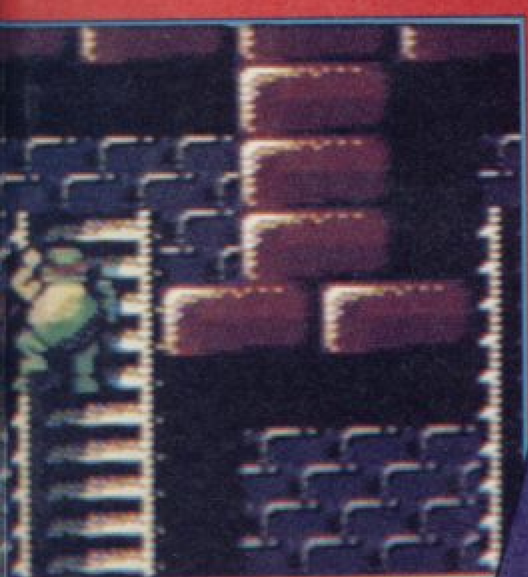


In Ocean's game, in between the shooting you have to log on to computer terminals to discover clues, collect objects to gain access to later levels, and keep an eye on your strength and ammunition levels. The game takes place in the multi-level Martian mining domes, with Arnie racing around armed with the biggest pistol you've ever seen.

It's looking good, and you know what they say - a Mars a day helps you work, rest and play.

Streetdate: Late Autumn/Christmas

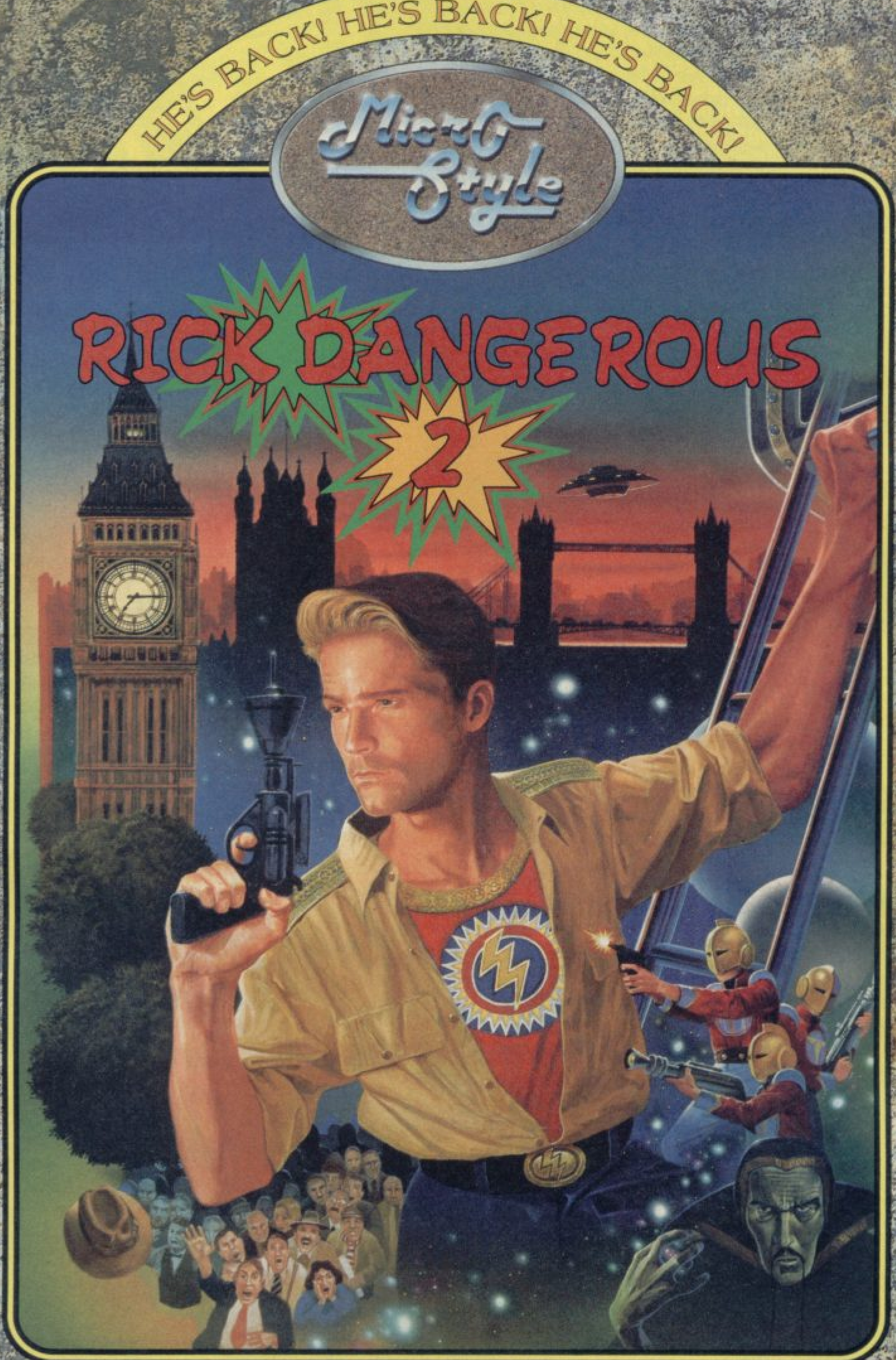
Price: £9.99











Rick Dangerous II.
The Man in the Hat is Back..
IN A FLASH !

MONTY PYTHON'S FLYING CIRCUS

THE COMPUTER GAME

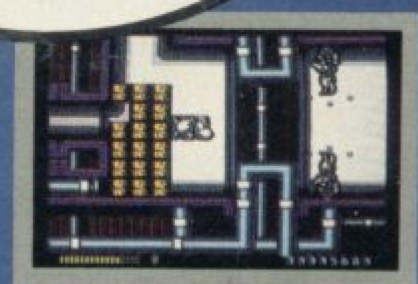


"What we have here is a **BRILLIANTLY ORIGINAL** and witty interpretation of the Python Theme". *Zero 89%*

"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". *The One 85%*


ATARI ST


AMIGA


SPECTRUM


COMMODORE 64


IBM PC


AMSTRAD

Virgin GAMES

HACKING SQUAD



Hello and for those of you who are reading this at the Computer Entertainment Show, why haven't you been over to see me yet? I'll bet it's because you've got stuck into a game and forgotten all about the SU stand. Well don't you dare forget! We've got free play coin ops, the all new Game Killer T Shirts (which are inspired by the Hacking Squad logo) and of course yours truly, Jim and the magnificent Oz. There'll be a lot of games at the show and no doubt a lot of you will be smashing your piggy bank's head in before you go so you can buy all the latest and greatest games on offer. So you'll no doubt be wanting a batch of tips to help crack each and every one of them. So...welcome to the Squad.

CHICAGO 30's

Gavin Campaigne and John Paul Daly of Blantyre in Scotland sent in this tip for infinite lives for this US Gold hit. At the start of stage two, hold down all the keys and you should have infinite lives for the rest of the game. Cheers boys, have a squad goodie bag.

LITTLE PUFF

This is chill-ing stuff. On the menu screen, hold down all the keys and you should have immunity - you should also be able to travel around the game by pressing '1' and the appropriate cursor keys. Mr Warnock also sent the following cheat...

GAUNTLET 1

Graeme Nelson of Haddrington in East Lothian finds that if he keeps his finger on extend mode his characters can walk through walls. Rather handy that if you want to get into a night-club.

ITALIAN SUPERCAR

Here's a very short type in cheat hacked by none other than the famous Alan Fox from Lancs. What's he famous for? He's a Squad member that's what. Welcome Alan and have a copy of Match Day II to play with. Here's the poke.

```
10 CLEAR 24299: LOAD""CODE
20 POKE 24342,201
30 RANDOMIZE USR 24300
40 POKE 29340,0: REM Infinite Lives
50 RANDOMIZE USR 24384
```

Okay, so type in the listing, run it and it should let you load in the game. When the game's loaded you'll get a BREAK CANNOT REPEAT message. Now press ENTER, type POKE 29340,0 followed by ENTER and then CONTINUE and you will get infinite lives. You can even save Alan's program to tape if you want. How's that for service?

ARKANOID 2

Either type MAAAAH for the cheat mode or hold down BONK during the game.

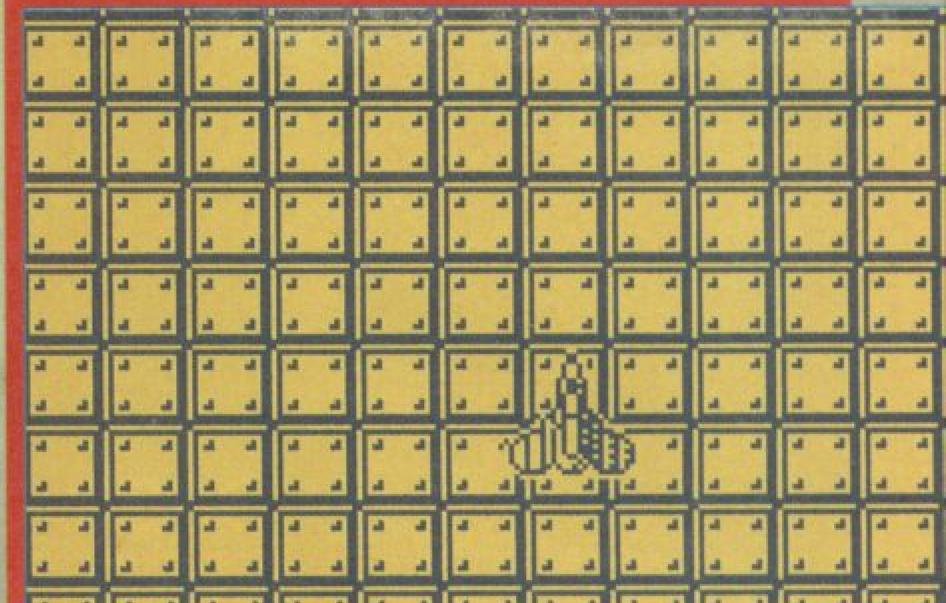
TURRICAN

Wowzer! Andrew Parkins [illegible] makes his debut within these pages with a key [illegible] Rainbow Arts' amazing blaster. Load the game as normal [illegible] pause the game using H. Now, hold down all the keys [illegible] round it BUT NOT the H. That means, hold down the [illegible], 8, 9 and [illegible] and keep

Easy this one. Just pause the game and then press T to finish the level you're on.

XENON

Start game and then press break. Hold down TINY and FIRE and you'll have infinite lives. You'll also have to thank Simon 'Hacker' Gould.



BMX SIMULATOR

Type in TAEHC as your name and you'll always qualify.

THUNDER-BLADE

Load up the game, select the joystick and when you are asked to choose between keyboard and joystick speed control, press G and O together. The border will go cyan and if you press ENTER during the game you will skip levels.

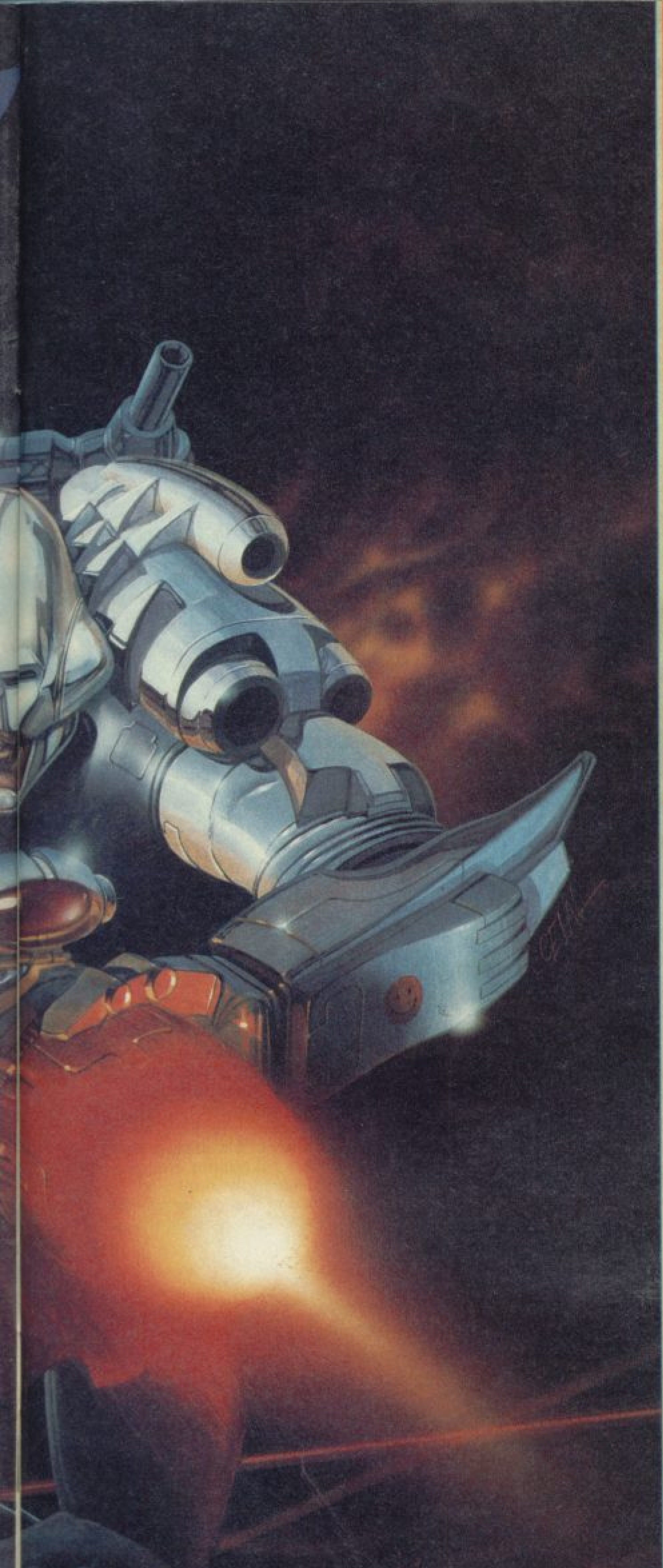
STUNTBIKE SIMULATOR

Hold down 6 and 0 (zero) and you'll skip through your current level after about three seconds.

MAN UNITED

Here's some nifty fingerwork that means if you hit the player two fire button during a game against the computer, all the opposition stand rooted to the spot so you can dribble around them to your hearts content. Well spotted Crawford Wannock, of Wellingborough. Welcome to the squad.





them all pressed until the display reverts to the title screen when you must let them all go at once. You should now have 99 of everything (except time). Also, by pressing 0 you can skip to the next level. Andrew said he'd like a copy of Escape from the Planet of the Robot Monsters if he won a prize. Well he has. Well done and welcome to the Squad.

HACKING

HACKPALS
Do you want to be a Hackpal with someone? Would you like to share tips, hints and a few lines with another Squaddie somewhere? Yes.. Alright! Just pop a letter into me here at SU and mark your letter Hackpals.
Meanwhile for those of you who want to start some cross channel hacking straight away, here's the address of Belgium byte junkie Marrten Holesinski who is waiting to swop tips with you.
Marrten Holesinski, Varendrieskouter 51, 9810 DRONGEN, BELGUIM.

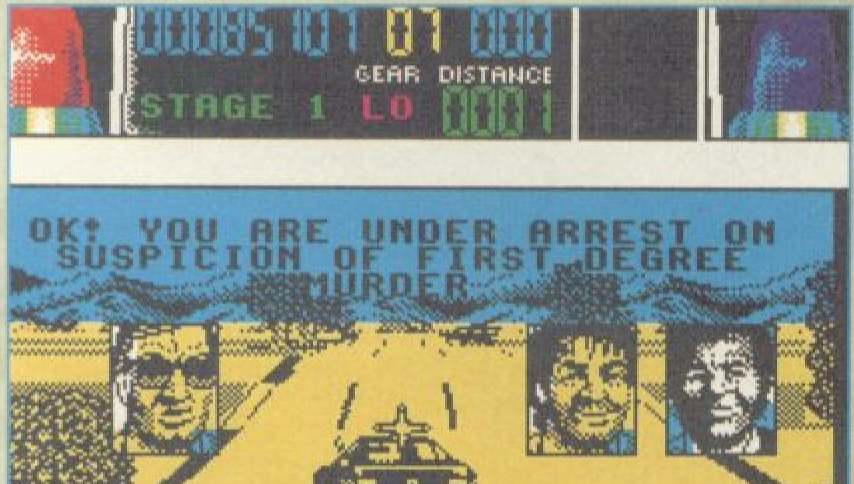


OPERATION T.BOLT

When you get onto the high score table, type in EFI and then when you're playing, holding down KEV will make you skip levels.

CHASE HQ

Kevin Tickle sez: "Redefine the keys as S H O C K E D then press '1' to start. Now you can jump levels; press 2 to go to the next level (regardless of what level you're currently on), 3 to get lots of points and 4 to go to the finishing sequence." Cheers Kev.



ADIDAS CHAMPIONSHIP FOOTBALL

When you start game and the refereee blows the whistle, hold down fire button and the diection in which you want to kick the ball in order to score (i.e. Up or Down) and then you should run up the pitch dribbling the ball and you should be fouled. A free kick will be given and keep your finger on the firebutton throughout. From the free kick you should run up to the ball and dribble it again and just before you get to the penalty box, let go of the fire button. The ball should go flying into the net. If it doesn't and rebounds off a defender or goalkeeper, keep the keyboard button (or joystick) in the direction of the opposition's goal and another player should come up from behind and get the ball. Do the same again and you should firmly plant an onion in the back of the net. Paul James, one half of the Warrington Wonderhacks sent us that. Cheers Paul, have a copy of Turrican from Rainbow Arts.

Well, that just about rounds it all up for this issue. Don't forget if you want a Hackpal, just write in to the Squad and mark your envelope Hackpal. Don't forget, if you don't own the house at the address you give, ask for permission to have your name and address printed in the mag. Until next month suckers, have a happy (hacking) time.



ASTRO MARINE CORPS

The password is DAGOBAH. Thanks Rog! Have a badge.



JAMES BOND 007
THE SPY WHO LOVED ME
He's Bond · He's Back · He's 007
James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg.
Use your skills to end the threat of global domination as you seek to outwit Stromberg's mercenaries and prevent a nuclear war between East and West.
Exhilarating chase sequences on land and under the sea involve Q's specially modified Lotus – souped up and armed to the teeth.
With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.
Don't miss out on The Spy Who Loved Me – a programming tour de force!
TOP SECRET
007
SUBMARINE CAR
ALBERT R. BROCCOLI
ROGER MOORE
JAMES BOND 007
THE SPY WHO LOVED ME
BARBARA BACH CURT JURGENS
ALBERT R. BROCCOLI LEWIS GILBERT CHRISTOPHER WOOD & RICHARD MAIBAUM
MARVIN HAMLISCH PANAVISION
MGM/UA
DOMARK
Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: The Kremlin
1990 Eon Productions Ltd/MAC B, Inc. The Spy Who Loved Me
© 1977 Danjaq S.A. All rights reserved.
© 1977 United Artists Company. All rights reserved.
Gun Logo Symbol © Danjaq S.A. and United Artists Company.
All rights reserved.
'Lotus' & 'Esprit' are registered trademarks of Group Lotus plc
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Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR
Tel: +44(0)81-780 2224
Amiga & Atari ST Screenshots


Find out its limits.
Look in the mirror.
ATARI
1040STE
ATARI SM124
ATARI 1040STE

Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.



The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME: ______________________________

ADDRESS: ____________________________

__________________________ POSTCODE ________

Please send to Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

TIM MACHI

What time is it when a elephant sits on your fence? Time to buy a bloody great shotgun and blow its brains out! Ha! (okayokayokay guys - apologies to the RSPCA, the World Wildlife Campaign, The Kenyan Orphan Elephant appeal and all disabled elephants everywhere).

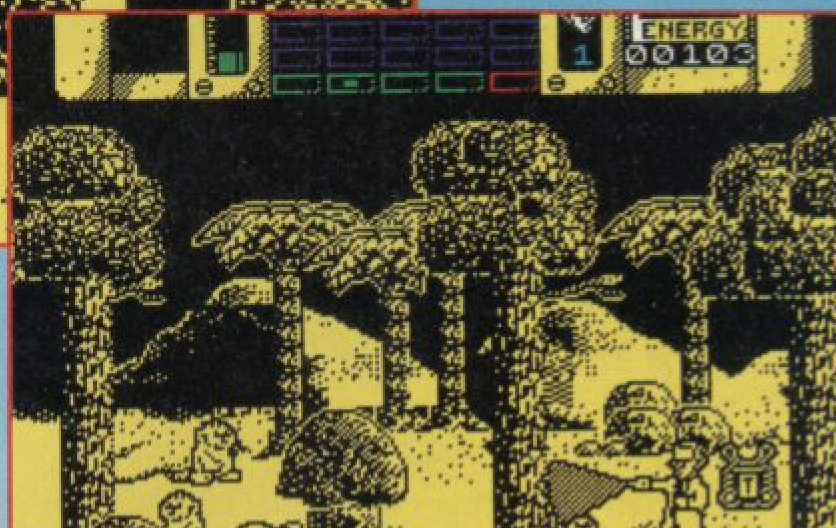
So, moving on quickly, it's also time to take a look at Vivid Images latest offering Time Machine, their sequel to the excellent Hammerfist...
The barmy professor Potts has concocted a machine that can scoot around in time - useful for doing the pools eh? Problem being, the only thing that is officially dafter than old



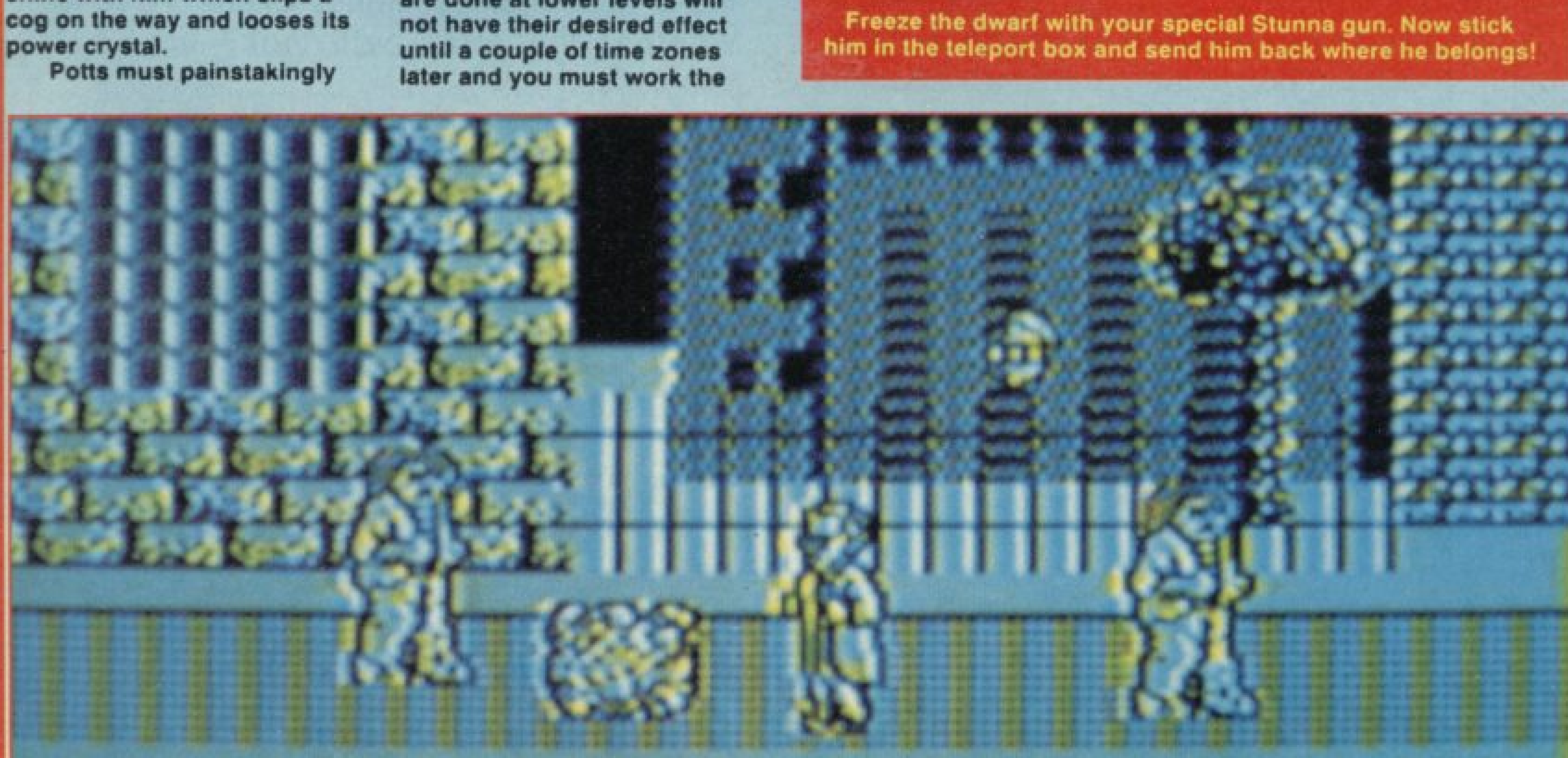
Potts is that well known species of pest - Internationalious Terroristus. There suckers are harder to wipe out than a cockroach with a bagful of chemical weapons (ring any bells that?). Well they bomb the barmy old duffer and send him and his machine spiraling back in time to yer actual prehistory (innit?) and his machine with him which slips a cog on the way and looses its power crystal.

Potts must painstakingly help the evolution of the planet through five different time zones by manipulating objects and thereby gently nudging the processes involved to help make the transition to the next piece of history.
Each period of time has five sub sections, each with a particular puzzle that has to be worked out. Some things that are done at lower levels will not have their desired effect until a couple of time zones later and you must work the problems out by trial and error.

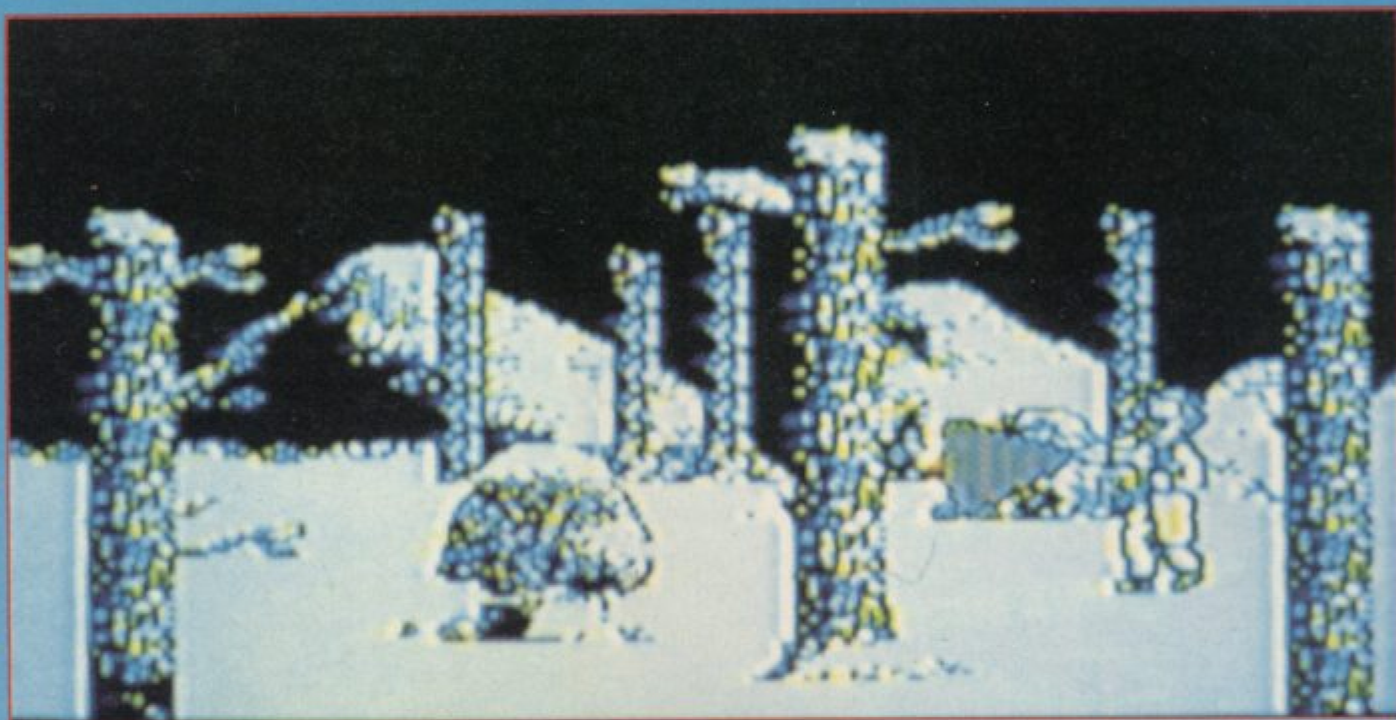
Help is provided along the way by the Time Zone monitor - a 25 box grid that has a single spot that shows where Potts is at any one time and a red border colour for time zones that are having problems. Oh yes, during the game, things can happen in previous time zones that affect the stability of later levels. You must return to that zone and put to rights all that's gone wrong meaning that Pott's must continually skip



Freeze the dwarf with your special Stunna gun. Now stick him in the teleport box and send him back where he belongs!

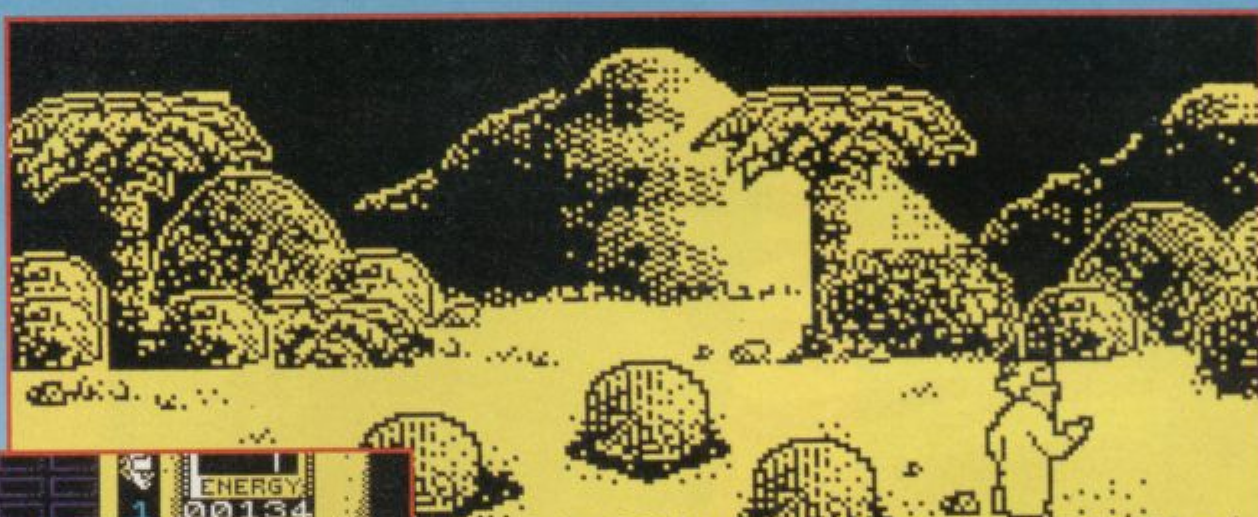


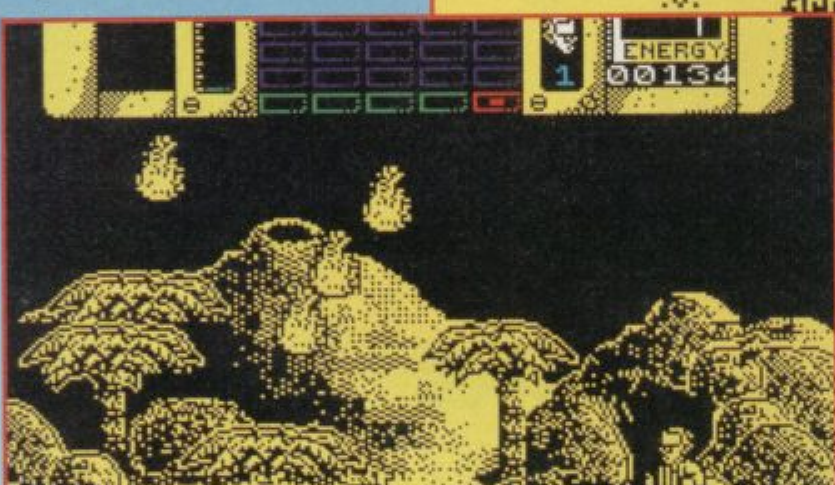
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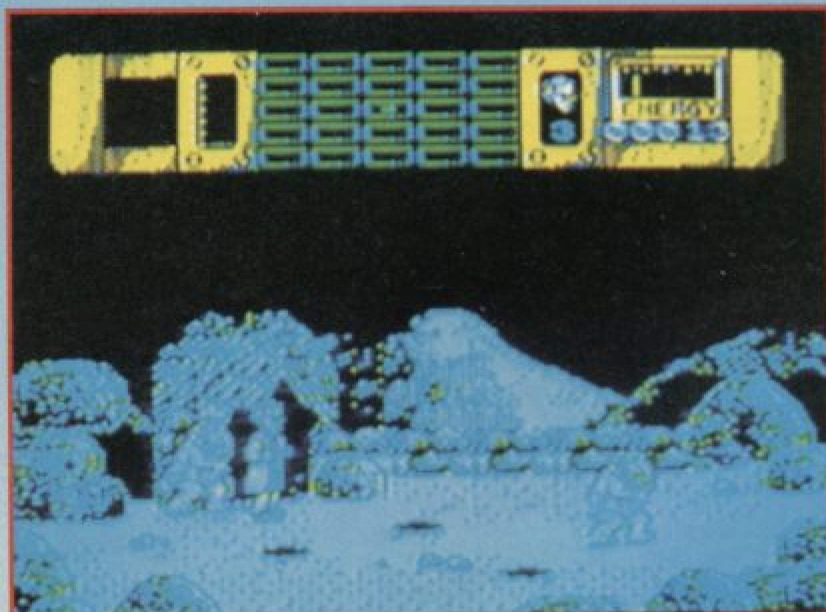
back into the past to keep the delicate fabric of time intact. Luckily he has four transporter devices that he can transport between to cut down on travelling time.

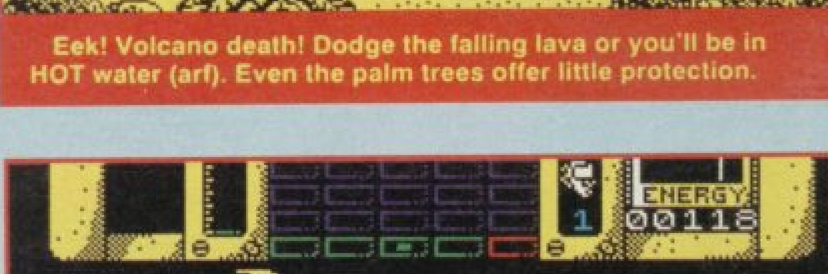
Time Machine is an absorbing and innovative game with excellent mono graphics. It just remains to be seen if people will be adventurous enough to put their hands in their pockets. And for that, only time will tell.





Eek! Volcano death! Dodge the falling lava or you'll be in HOT water (arf). Even the palm trees offer little protection.





REVIEW

SCORES

Graphics	87	OVERALL 90%	Innovative idea translated to the Spectrum with excellent grafix. A brain buster!
Sound	73		*Label: Vivid Image price: £9.95*
Playability	84		GARTH SUMPTER
Lastability	86		

Win all this stuff!



At the Computer Entertainment Show!
COURTESY OF US GOLD

Just picture it. Enough electronic gadgets to completely stun all of your mates. Enough portable entertainment to keep you happy FOREVER! - You'll never have to talk to anyone ever again. Just imagine the sort of days you can look forward to...

09.59 CLICK. "...Say ooops, upside your head, everybody say oops etc." Woken up by the utterly slick and dudey SONY CLOCK RADIO! It's got LW/MW/FM reception, LED display, and both Radio and Buzzer alarms. A fine start to a high-tech day.

10.20 Finally get up after a stream of (very clearly broadcast) hits. Time to hit the bathroom.



12.00 Run into some mates in the park. They all what to know what's on the (stylish) Walkman. Simple! Just slot the tape into the state-of-the-art Twin Tape Radio. Twenty preset station memory. Synchro dubbing. Built in mic. Blows them away!



10.30 Bath-time need never be dull again thanks to the SUPER COMPACT WATCHMAN! Brush teeth with Selina Scott and Ulrika the Weather Girl. The 2.7" super-clear screen makes them appear to be right here on my sink (only a bit shorter than in real life).



11.00 Take a stroll down to the park listening to fave sounds on the WM DD30 Disc Drive Walkman with Megabass and Dolby NR. No need to touch it; it's go auto re-wind, stop and reverse. Even got a belt clip and lightweight ear-phones.



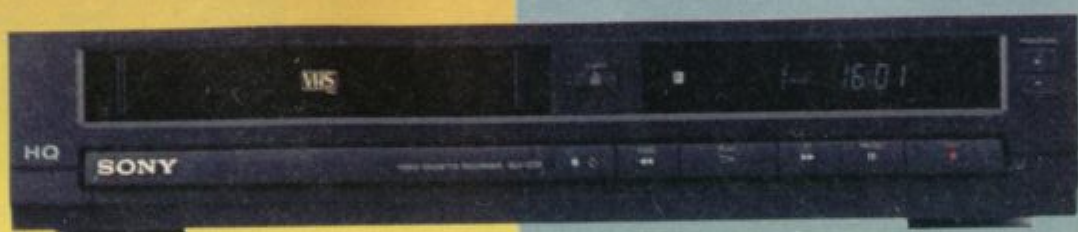
2pm Move off to the shops. Check out the latest chart toppers. Really taken with the new Van Halen album, but unsure as to whether the intricately resonant note forms will come out on tape. Hmm...



5.30 Go home. Enough groovin' for one day. Even Neighbours looks good on my 14" Colour KVP 14 TV. Play a few games which look BRILLIANT when connected through the SCART connector.



8.30 Round off the day with a set of vids, all viewed on SLV 270 High Performance VHS remote control video recorder. And no parents' hassle about wanting to watch Snogs of Praise. (fnark)



HOW TO ENTER

Bring your Hypercard (from the front of this issue) to the EMAP stand (See our handy Stand Map over the page). Find the Hypercomputer and type in your individual number. Then, at 3pm on Saturday we'll ask the mighty machine to produce FOUR numbers from its databanks. Once the four lucky contestants have been found, they'll play off against each other. Whoever has the highest score at the end of a specific period of time WINS ALL THIS GEAR!

NOTES:

The competition will only run on the Saturday of the show. You must have an undamaged Hypercard to enter. Before you can enter the playoffs, your card must be produced for validation. The decision of the staff in charge of the competition is final.

It's Showtime!

WORLDWIDE SOFTWARE

Will be selling the software that you will have seen around the show at discount prices.

ZEPPELIN GAMES

Will be showing off the latest budget releases for your edification. Some of them are really fab.

DOMARK

The Spy Who Loved Me! La la la da daaa! Yes. For the first time, you lucky blighter have the chance to sneak a look at possible the most whopper James Bond game to date. (Or even to play).

ACCOLADE

After The Cycles comes GRAND PRIX CIRCUIT! The Thrills! The Spills! The Slicks! The Pits! All the, er, things of Formula One racing captures, possibly for the first time on this very stand!

CHEETAH

Will have their excellent range of hardware add-ons on display.

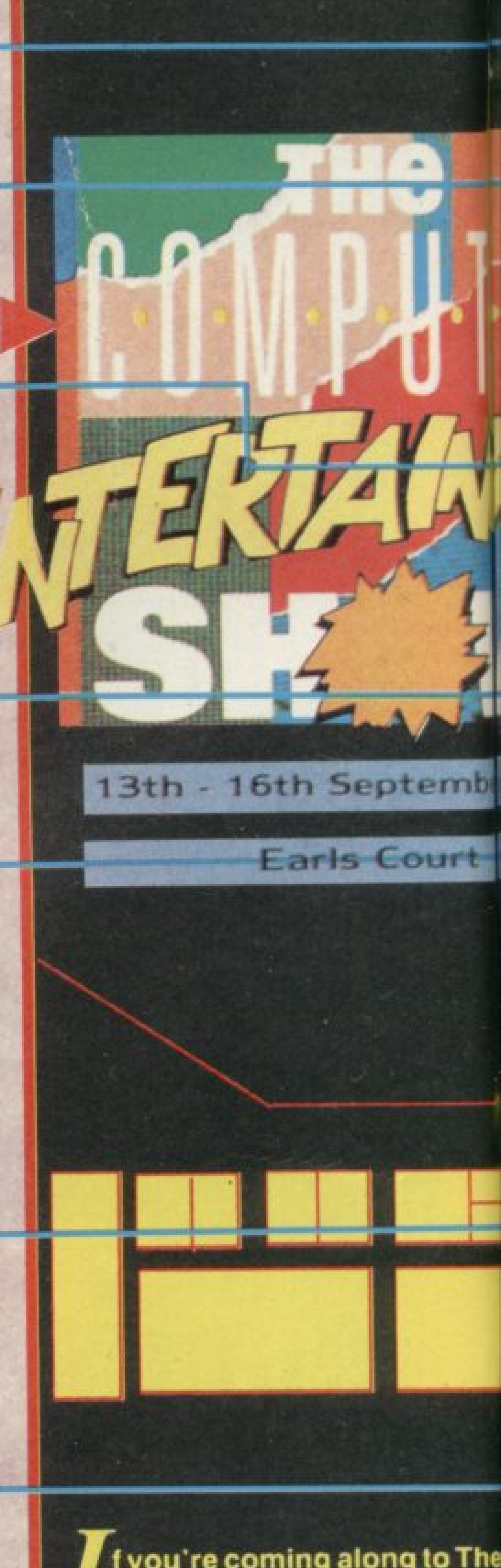
DINAMIC

The fiendish Spaniards strike again! SATAN is their new hit, and if you like your games tough, Dinamic have the answer. Their games are renowned for being the hardest in Europe. Reckon you can master them?



EMAP

Of course! Come along and meet the staff of your fave mag. We'll be available for autographs, snogs and OF COURSE, we'll be selling our ENTIRELY NEW saucerama T-SHIRTs PHOOOAR! And don't forget there will be a load of Coin-ops on free play, and a lot of otherwise groovey action.



If you're coming along to The to be bored by all the people drives for an ST. No way. You'l the important stands before ev You'll want to scoop the freeb ops and peek at the big licenc get to big.

US GOLD

The 1990 International Computer Games Championship, run in conjunction with our good selves, will be staged here on the public days. And of course, there will be all the usual superb USG paraphenalia.

MIRRORSOFT

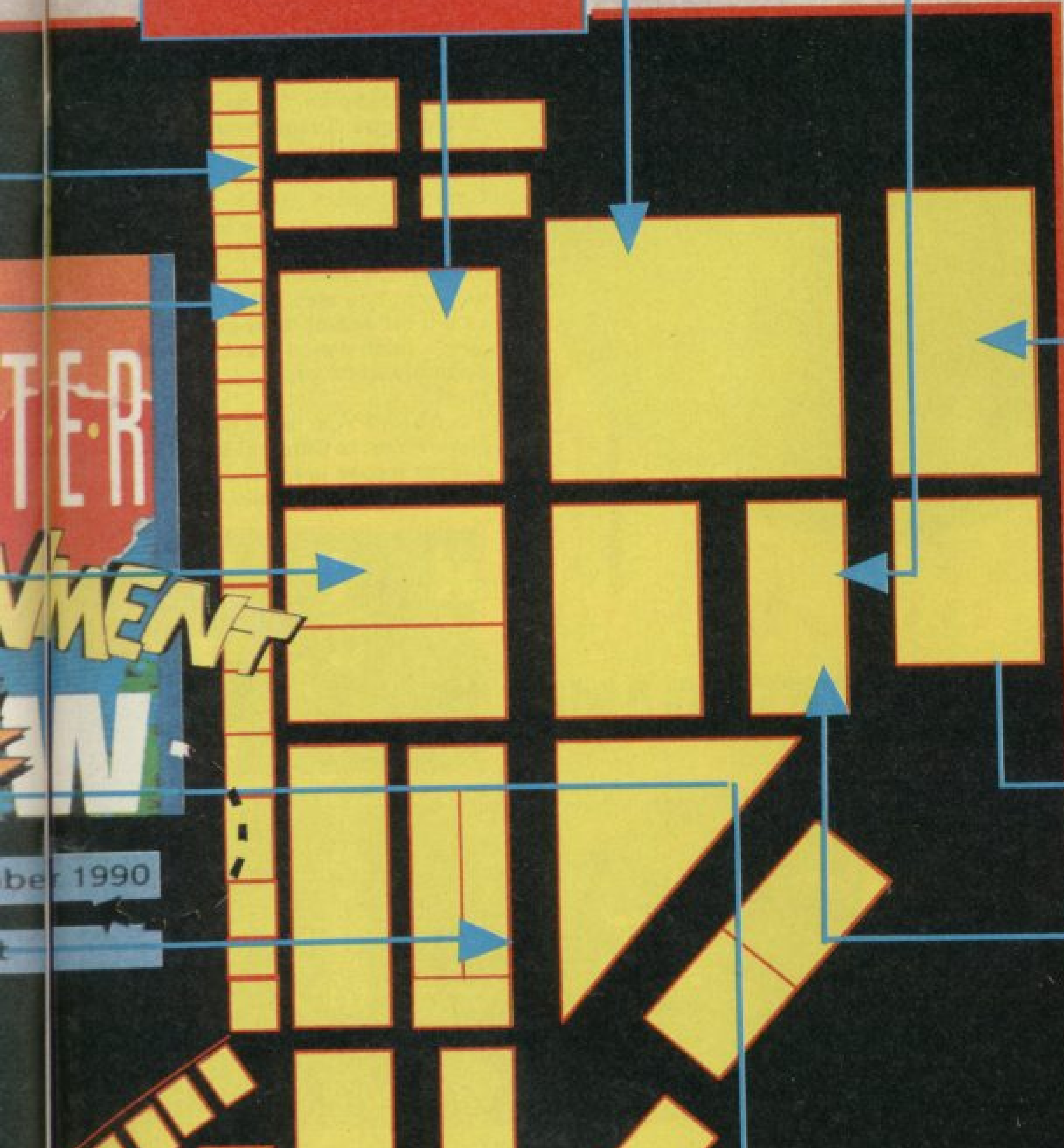
TEENAGE MUTANT NINJA TURTLES!!!! Nuf said.

THE STAGE

Where all the hip events are to take place. Live singing acts, all the big competitions from each of the Emap Images magazines, special charity events. This, as they say, is where it's at.

OCEAN

Robocop 2. Total Recall. The Night Breed. How many big names could any one company scoop for the autumn season? Well, come along to this stand and find out.



GREMLIN

Lotus Esprit Turbo Challenge is looking absolutely triff. Fans of nippy motors will be kept happy for ages on this stand. Not only will they be able to check out the game, but there'll be a rather saucy Lotus car there too.

ACTIVISION

Their latest hit, Time Machine will be demoing on their stand. Once you've read our review this month, you'd me bad to miss a chance to play it for yourself.

VIRGIN

No doubt will be pushing their rather good Sega machine. But never fear! There will be a rack of monitors showing Work-In-Progress on their new games for the Speccy too. Including Monty Python's Flying Circ-us! (reviewed this issue).

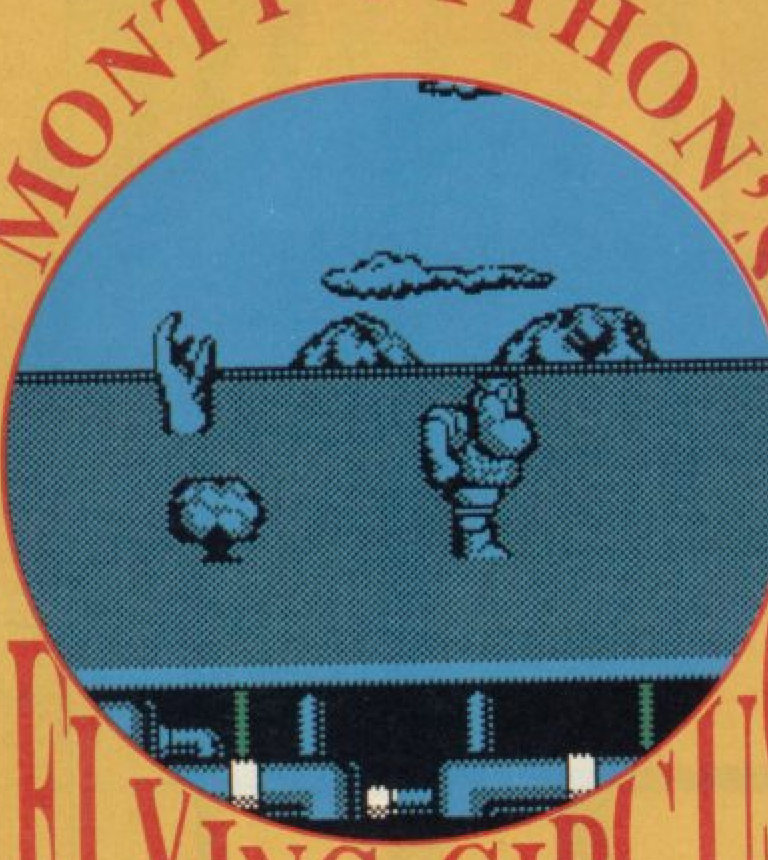
he Show, you won't want
ple trying to sell you disc
u'll want to be able to hit
everyone else gets there.
ebies, play on the coin-
ences before the crowds

Praise the Lord (Jim), then, for the Sinclair User Utterly Indespensible Guide to The Good Speccy Stands!

Displayed here is the main section of the floorplan of Earl's Court, where the show takes place. As you can see it's not a small place. So, to help you slip swiftly through the aisles to the very best stands, we've pointed out the Points of Particular Interest.

IT'S... MONTY PYTHON'S FLYING CIRCUS

THE COMPUTER GAME



And now for something completely different! It's hard to imagine for an oldie like me, who was brought up on the zany antics of the Monty Python team, but some readers might not even be aware of classic comedy sketches like The Cheeseshop, The Dead Parrot, Argument, and Mr Gumby Goes Flower Arranging.

But even if you haven't seen the TV series, starring John Cleese, Eric Idle, Terry Jones and all the other Pythons, you must have heard of the movies, Monty Python and the Holy Grail, Life of Brian and The Meaning of Life. No? Well get the Python vids out of the shop and stop wasting my time!

Quite why it's taken 20 years for anyone to come up with a Python computer game, I dunno,

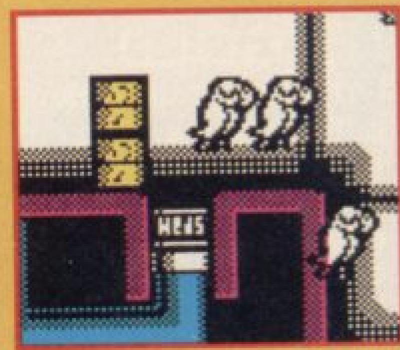


but thank goodness they've done a good job of it; programmers Core Design obviously have a superlative knowledge of cheesey comestibles as well as a fair acquaintance with programming techniques. The animation is smooth, the backgrounds colourful without becoming messy, the design both authentic and rather silly, and there's enough gameplay to keep you engrossed evn if you don't know what the hell's going on.

After correctly ident'fying a number of cheeses using the Cheeselok program protection system, you get into the so-called "game" itself, which is more fun than a large barrel of salted herring.

Mr D P Gumby, well-known idiot and flower-arranger, has lost his brain, split into four parts during routine surgery. The four parts of the brain are now doing well - three are members of the Buzz Aldrin Formation Dance troupe, the fourth is a film by Ken Russell. But Gumby needs then back if he is to achieve his ambition to be a chartered accountant, so he searches for them through four levels of insanity.

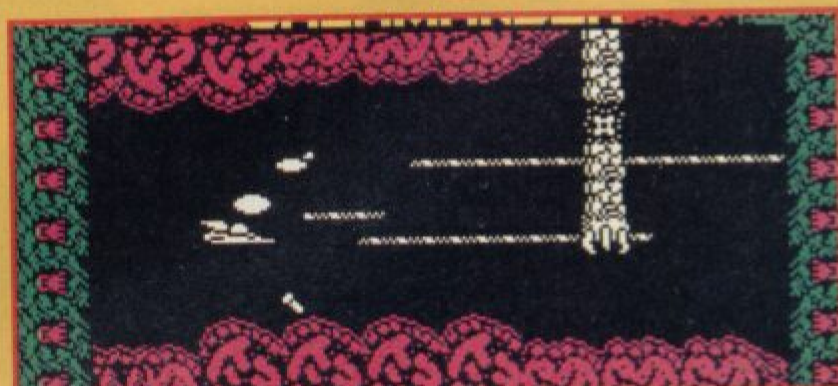
Closely based on the Terry Gilliam animations which "linked" the Python sketches, ech level is full of Python jokes - hand trees, flying pigs, Eric the Half a Bee, flying sheep, killer cars, traffic bollards and, most importantly, Spam. Gumby has to collect all the tins of Spam on each level before progressing to the next; some of the tins are hidden behind blocks which he can destroy by firing fish at them (yes, it's a bit silly.)



At the end of each level, the amount of Spam, Sausages, Spam, Eggs, Spam, Beans and Spam is counted up for bonus points, which are taken away from your score (which starts at 99,999,999, and goes down to 0). Each level also has hidden exits which lead into bonus screens. You also get the equivalent of "end-of-level-guardians" which dance arund disconcertingly while you try to zap them.

Is it silly? Yes. Is it a good game? Yes. Is Cardinal Biggles due for a spell in the Comfy Chair? Almost certainly.









Mr Dumby buys the farm courtesy of a 16 ton weight. This is a dead Gumby. Deceased, no more, extinct, etc.

SCORES

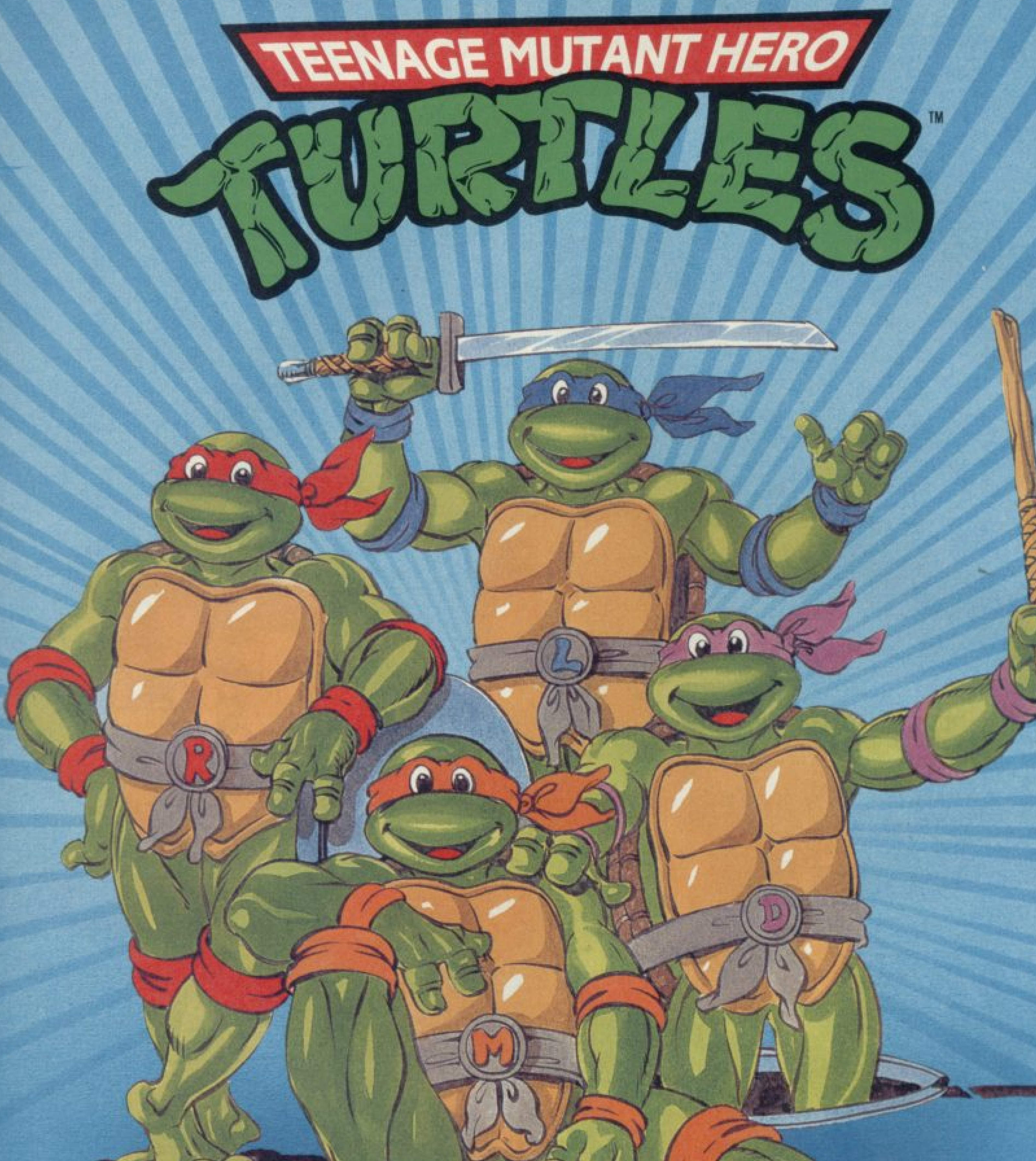
Graphics	87
Sound	69
Playability	89
Lastability	90

OVERALL 88%

A fine piece of Pythonery. The boys at Virgin have dun a good fing.

Label: Virgin Price: £9.99

CHRIS JENKINS


TEENAGE MUTANT HERO
TURTLES™
L
R
D
M

DALEY THOMPSON'S OLYMPIC CHALLENGE

As I recall, Daley Thompson came 11,000th out of 11,001 in the Olympics, so his real challenge was to get off the plane on the way home without anyone recognising him. But if the great Lucozade-guzzler's recent lack of athletic distinction doesn't put you off, Olympic Challenge is at least an unusual sports sim.

This budget re-release first appeared in 1988, when Daley wasn't such a crock - just to emphasise the fact, there's an advert for the September '88 Personal Computer Show on the title screen.

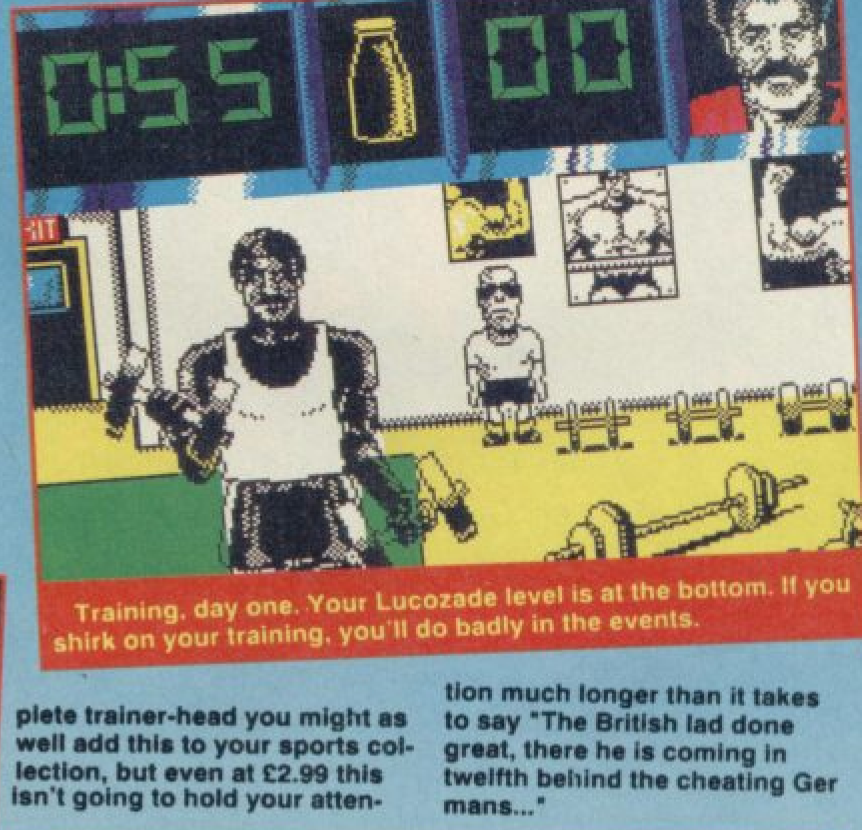
The sim itself is a bit unusual in that this time the gold medal isn't enough - you're out to beat the world pentathlon record, accumulating over 9000 points, which will make you the world's greatest athlete. Apart from the sporting events themselves, you get a training session the results of which obviously affect your performance in the real thing.

There's a lot of multi-loading involved in the 48K version, though the 128K version loads in one go from side one of the tape. You have a choice of definable keyboard or joystick controls, and this is one case where keyboard may be preferable.

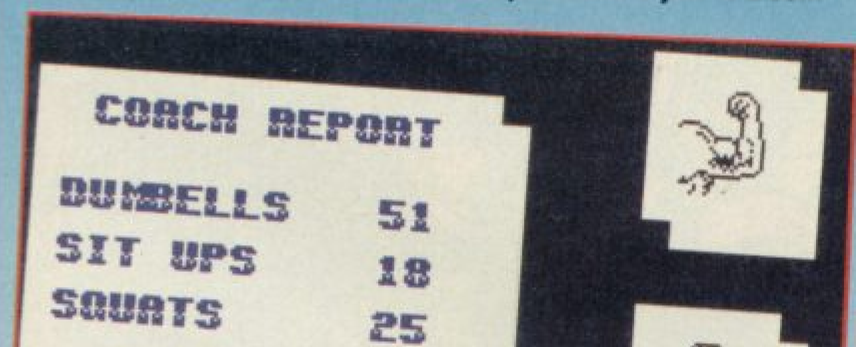
In all the events, the important factor is the amount of power you build up - for power, read key/joystick-pumping. In the training section, Daley's muscles expand with effort as you pump weights; in the track events, 100, 500 and 1500 metres, you pump to build up speed - in the 1500, once you're at cruising speed you don't have to pump so hard to maintain it.

In the remaining events - hurdles, long jump, shot putt, discus, javelin and pole vault - in addition to pumping you also have to hit the fire button at the right moment. The length of time it's pressed determines the angle of the jumps and throws, and to release the missiles you hit the fire button again.

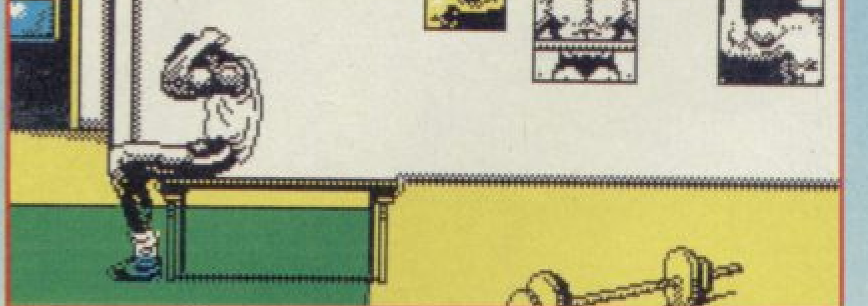
All pretty standard jock stuff, then. The graphics and animation are decent, the scoring system straightforward and the sound passable. If you're a complete trainer-head you might as well add this to your sports collection, but even at £2.99 this isn't going to hold your attention much longer than it takes to say "The British lad done great, there he is coming in twelfth behind the cheating Germans..."

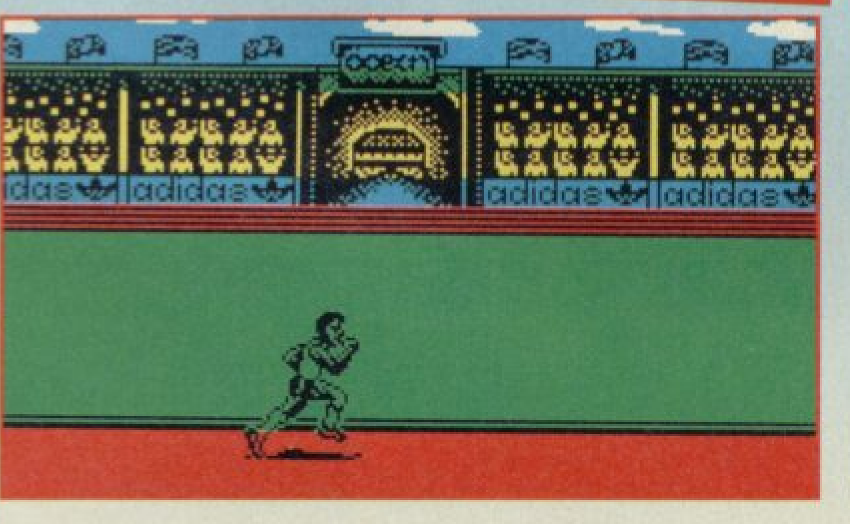


Training, day one. Your Lucozade level is at the bottom. If you shirk on your training, you'll do badly in the events.



With fitness at a measly 47%, Daley certainly won;t perform to the best of his ability. He'll be lucky to get a medal.





SCORES

Graphics	69
Sound	57
Playability	58
Lastability	59

OVERALL 60%

Decently designed but uninspiring sports sim.

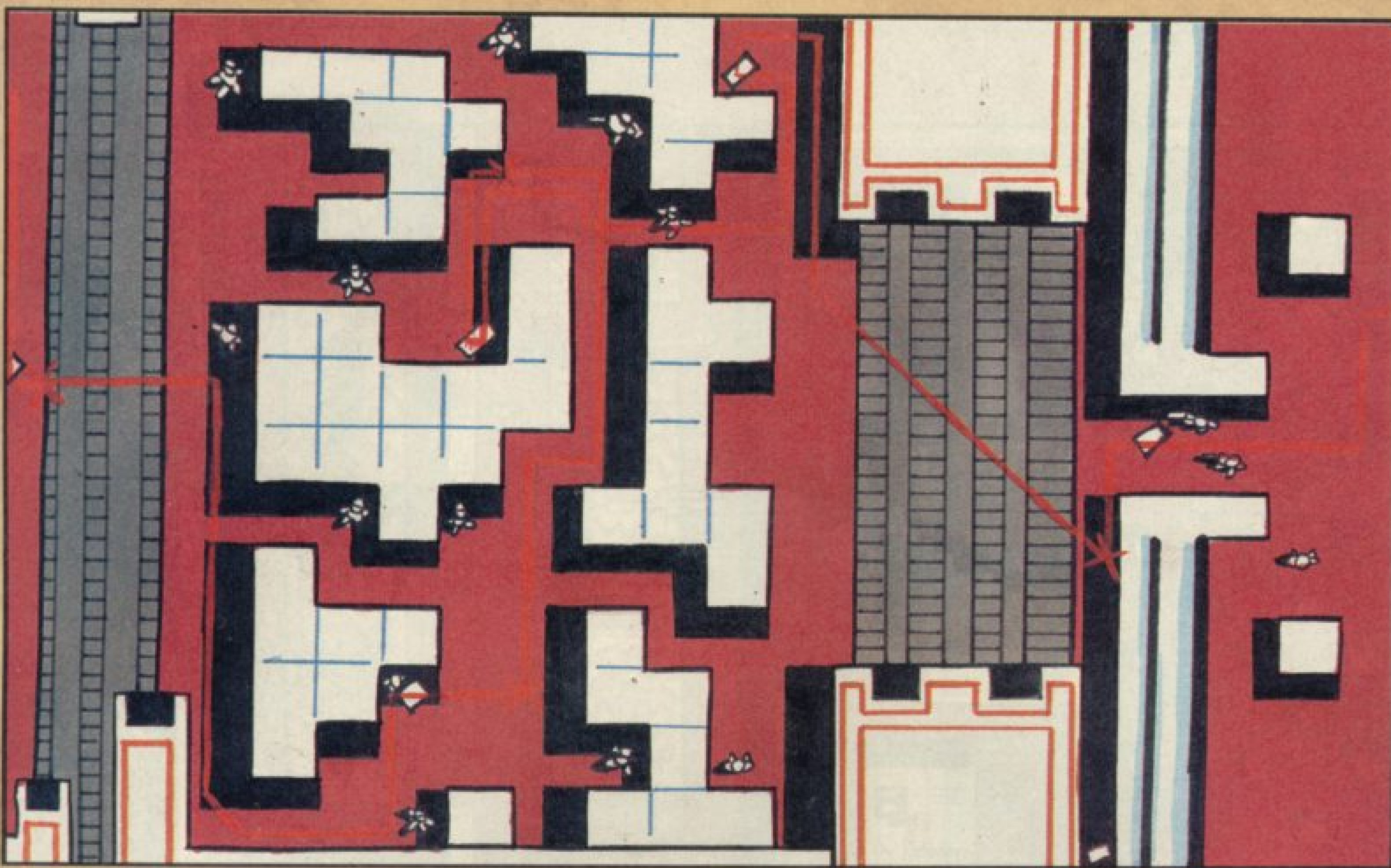
Label: Hit Squad
Price: £2.99

CHRIS JENKINS


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AMIGA • £19.99
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SPECTRUM • CASS £9.99
CBM 64 • DISK £14.99
CBM 64 • CASS £9.99
Virgin
GAMES
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IT'S MIND BLOWING ...IT'S TNT
Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating...
For great variety and value, break open the crate.
THIS CRATE CONTAINS HARD DRIVIN' TOOBIN A.P.B. DRAGON SPIRIT XYBOTS
TNT
TENGEN
DANGER EXPLOSIVE SOFTWARE
TNT COMPILATION
DOMARK
Hard Drivin'
The Ultimate Drivin' Simulation. Experience the thrills and spills of racing in realistic, solid 3D.
"A stunning conversion... it plays brilliantly" C&VG
"A sure fire hit." Sinclair User
"Near perfect conversion" ACE
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APB
A wacky game of cops and robbers... High speed chases, dangerous arrests and shoot outs all in crazy cartoon action. So let's be careful out there – Officer Bob is on the Beat!
"Straight from the coin-op... a must for all fans" New Computer Express
"Great fun... pretty hard... keeps you coming back for more" Zero
"A must buy!" Crash
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TOOBIN'
Get Toobin' with the Tube Dudes. Ride the rapids and check out the white water challenges for an action packed fun day out toobin'.
Great music... heaps of playability... a brilliant conversion" ACE
"Looks, sounds and plays great" C&VG
"Playable, addictive and above all great fun" The Games Machine
© 1989, 1988 TENGEN INC., All rights reserved. ™ Tengen Inc. ™ Atari games Corporation
XYBOTS
The ultimate double action, split screen game. Keep a step ahead of the deadly robots. Annihilating action for one or two players.
"Simple, addictive and entertaining, Xybots will make your day" Personal Computer World
"Great blasting fun all the way, check it out as soon as possible" Crash
"Everything from the coin-op is here – graphics, sound and gameplay are identical" New Computer Express
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LEVEL 12
The Power Plant

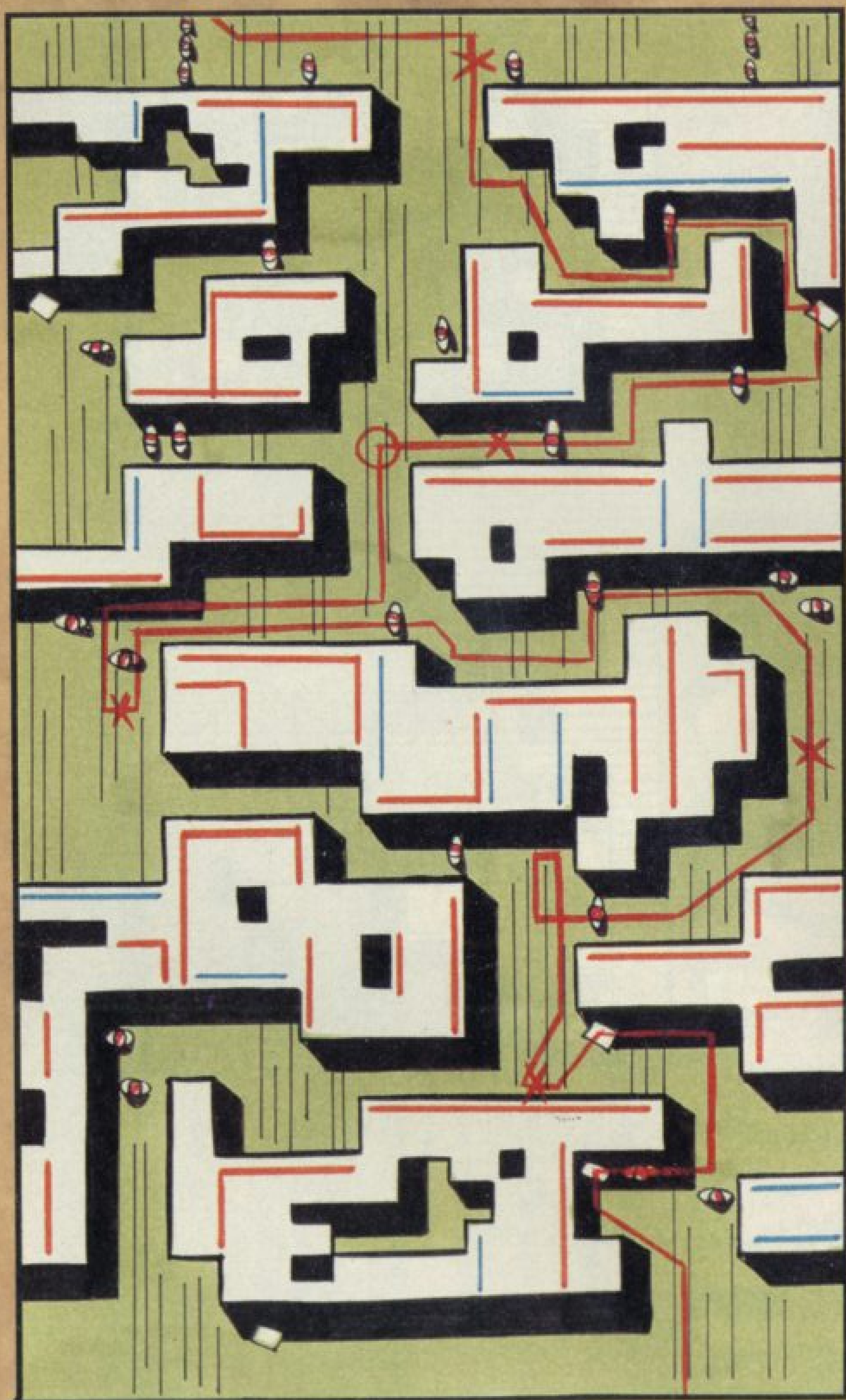
SOLUTIONS 4

It's here! And it's the most brilliant star in the sky for any gameplayer! The full solution to Hammerfist and futher levels to Crackdown. It's brill, it's skill, it's ....

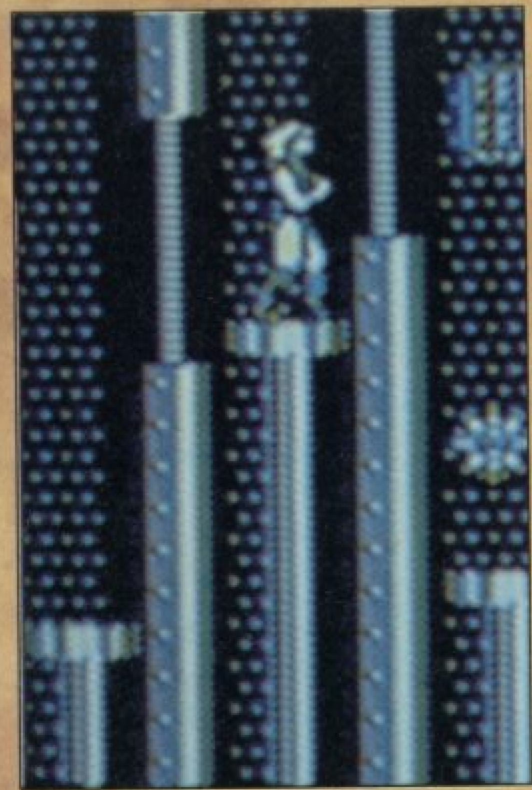




LEVEL 11
The Packing Room



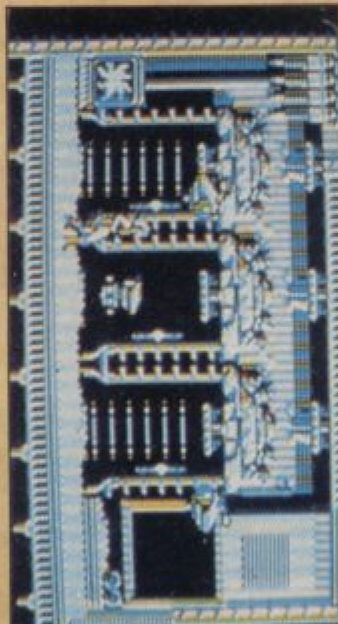
LEVEL 10
The Warehouse



There's only one thing that we can say about Hammerfist and that's Phoooaarr! More challenging than retrieving a gold coin from a pig's bottom, more rewarding than taking a pee after being stuck in traffic on the M6 for three hours....(that's enough of that ED)

Hammerfist has you cast in the role of two holograms, Metalisis is a ninja assassin whose acrobatic prowess gets her into some lofty positions that her other half, Hammerfist could never rise to. You see, he's big and beefy and packs quite a punch thanks to his cybernetic arm that is equipped with a piston fist and a bolt on laser. Seperately they're dangersous but as a team they should prove to be more than a fistful for the man that is holding their bodies captive - The Master.



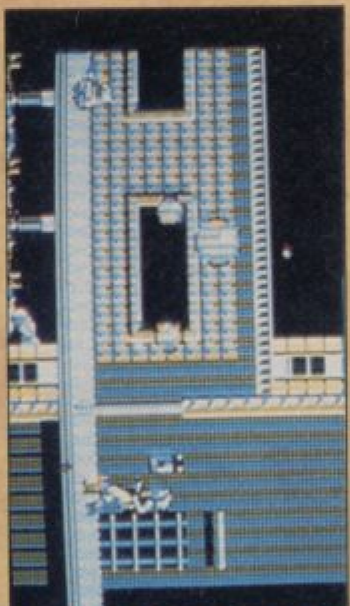
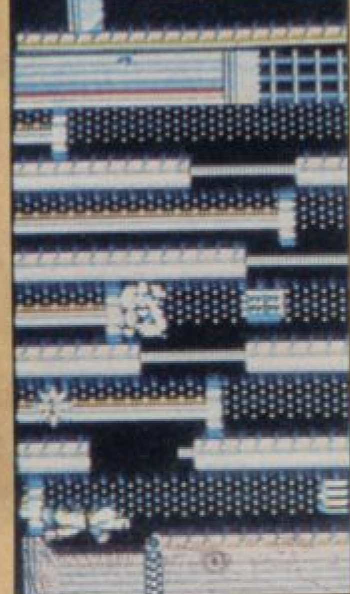



SCENE ONE

Stand at the far left of the screen if you fancy a breather and don't forget to head butt the screen.

SCENE TWO

Go straight across to the monitors and destroy them. Change to Metalisis to jump up onto the platform and use Hammerfist to collect 99 laser icons. There's a safe spot at the right edge.

SCENE FIVE

Once you've shot enough balls here to breech the security system, open the door to the left and turn into Metalisis. Wait until the robot from that screen starts towards you and jump over it. You should arrive in the chamber as the robot crawls into the one you've left. Once the door closes you can take your time and use the recharge button to get back any lost energy.

SCENE SIX

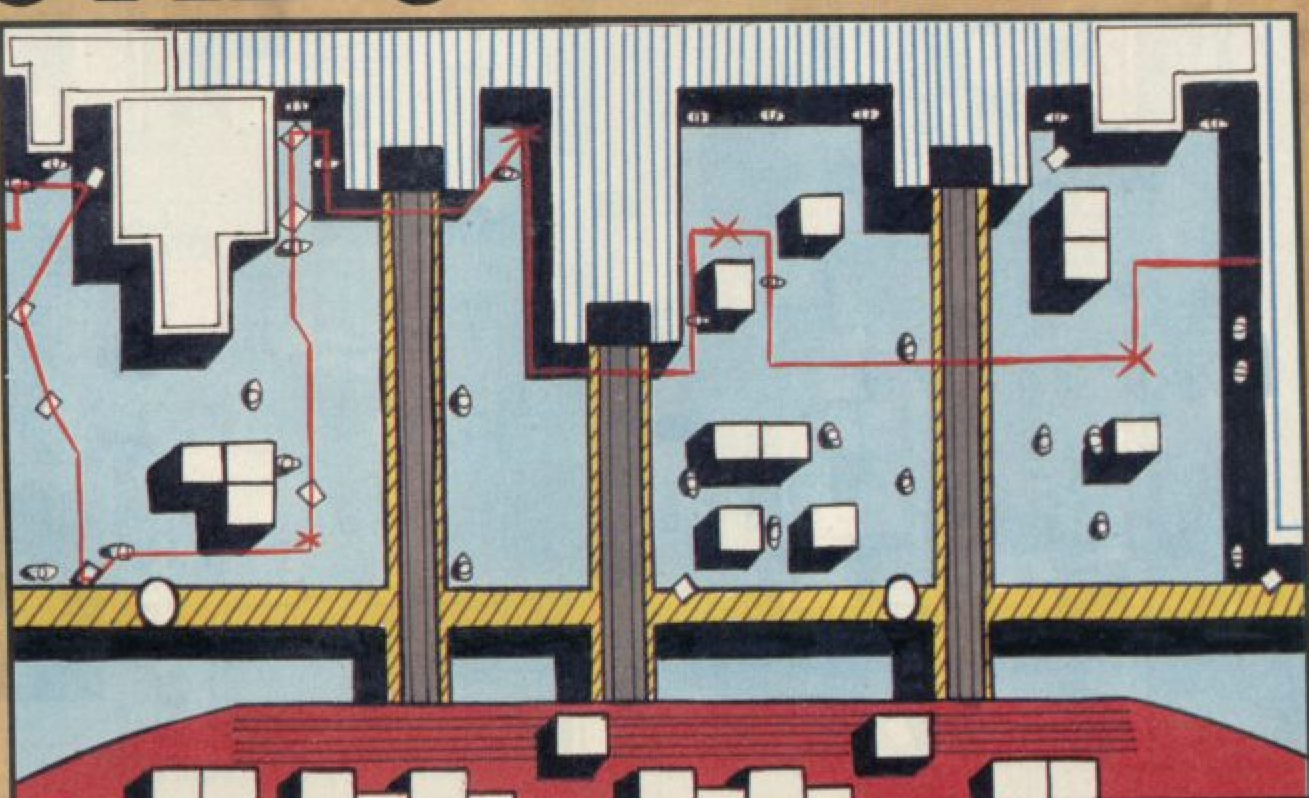
Oh no, it's the moving columns of horror. It's also pretty damn easy. Metalisis goes up and fat potato head goes down.

CRACKDOWN

LEVEL NINE

The Docks
Beware of the water

Yo! So you thought I'd forgotten eh? You thought that I have a memory like a whatsitsname and you'd never see the rest of the Crackdown maps. Well, you could've been right but here they are. Rescued from the bottom of a filing cabinet behind a broken lavatory, in a locked women's toilet with "Beware of the leopard" written on the door, it can't be... it is... CRACKDOWN The Maps (er.. well levels 9 to 12 anyway!)



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2
LET'S TURN THE TABLES ON THESE CROOKS. I'VE GOT THE NUMBER FOR F.A.S.T. HERE.
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STU.
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3

TELL IT TO JIM

FAILURE CORNER?

Hey Jim you cool dude I have had a fantastic idea to put to your pages. How about having a "Failures Corner" as well as a Show-Offs Corner. It would give complete failures such as you (oops misprint) and me a chance to get our letters printed. To celebrate this momentous occasion I have composed a small song.

This song is in the form of a rap About computer games at which I am really crap The first of these games is Chase H.Q. In this I can only get to level two My joystick ability is greatly sagging I can't even complete Double Dragon Operation Thunderbolt is my favourite game Reaching level 3 in my claim to fame Batman the Movie is supposed to be easy But the Batmobile always beats me Finally Jim let me ask you a favor Start up a "Failures Corner" and be my savior.

Simon Brown Bangor, Co Down, Northern Ireland

● *Bong! Your wish is my command, Simone. Useless readers who have especially funny stories of their gameplaying inadequacies should write to "Failures Corner", Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.*

MR BATSO!

Dear Jim This letter is in reply to Josuinder Rapals letter on the issue of Double Hits should be on disk. Well Jim I have come up with a better idea, which will benefit both +2 and +3 owners. The idea is why don't you get rid of the speed loaders which are on Ocean games and record them in the basic old-style slow loader. This would keep +2 owners happy because they would still have a tape and, it would also keep +3 owners happy because they would be able to transfer the Software from tape to disk.

Also I have completed that old shoot-em-up from Mastertronic, Chronos. At the end there is a rhombus shaped Alien. When you have killed him you have freed Chronos. After this you are sent back to the start to do it all again, and I nearly completed the game for a second time with a score of 116150, on this great game.

Stephen Preston Hemel Hempstead, Herts

● *Or we could completely take off all the protection and people wouldn't even have to buy the magazine to have a copy.*

TIME WARP INDEED!

Dear SU, What has happened to issue 97? I have read your magazine for four years now and whilst sorting them out the other day I noticed issue 97 was missing. March 1990 was number 96 and April 1990 was number 98. I may well have been thrown into a time warp and missed a month but I would like you to clear this up for me.

Darren Knights Withington, Hereford

PS Why is your magazine getting so bloody expensive these days? And don't brush me off with crap about inflation.

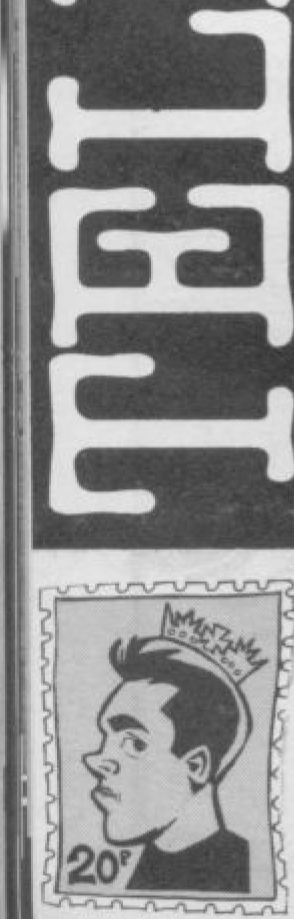
● *Time warp? I should think so. It's taken you nearly seven months to point this out. What have you been doing all this time? Yes. We didn't publish an issue 97, it being an unlucky publishing figure (see reply in previous issue). Expensive? Cheaper than most things you'll find. Certainly cheaper than something which costs £2 (ie everything in the universe, even "penny" chews). If you think SU costs too much write to: Mr John "Moneybags" Major, Houses of Parliament, London and ask him to make everything cheaper.*

DRIVING US MAD

Dear Jim I am writing to tell you what I think of Driving Games, they're fab, even the crap budget ones, far too many are slagged off, simply because they "move slowly", in fact, none of them are actually fast, take Chase H.Q. (brilliant Game) and Crazy Cars, to my mind the fastest races on the Speccy, and compare them to real life, they only run at around fifty mph, but they scroll well, and since scrolling a "into the screen jobbie" is pretty difficult, even the slowest of speccy games eg. Outrun, Buggy Boy and Twin Turbo V8 come out pretty well. Let's take a look at some of the driving games on the market.

Ben Hollis Norwich, Norfolk

● *No. Let's not. What do you think this is, Ben Hollis page? "They're fab, even the crap ones"???!! You're assessment circuits must be playing up, Hollis. Do you like people, even the horrible ones? And do you like y-fronts, even nasty itchy nylon vests? You're barmy. Be off with you.*



HERBERTS IN A HALF SHELL

Dear Jim In reply to a letter from John Hargreaves (ish 102). I have learned who is going to convert Teenage Mutant Hero/Ninja Turtles. It ain't Ocean, nor US Gold but....(drumrole) Mirrorsoft! (that bad eh?)

For those who have Ceefax, go to Channel 4 on Ceefax and go to page 568 and lo-and-behold, comes charts, reviews, news, previews and compo's all about computers. So now you know!

A hearty pat on the back goes to all involved for giving 'us' an amazing demo of Midnight Resistance, 3 cheers all round. One point how come your spritely little mean-machine can run faster than the jeep? And why ain't it in the shops yet! I can't find the thing anywhere! Midnight Resistance is probably going to be the game of 1990, its fun, fast, colourful, tricky and programmed with the usual highly defined, professionalism you expect to see from Ocean. Well done!!!

Kevin Chambers Trimingham, Norfolk

● *(Adopts smarmy grin) Well, we were pretty pleased with it ourselves. Mirrorsoft indeed have the Turtles licence. Should be good, but they're taking their sweet time with Back to the Future II, aren't they?*

DEMO CONFUSION

Dear SU (Cool, Dudey, Brilliant Mag) Why was the cover game of the August edition (Destiny Mission) so easy to complete? I completed it on my 1st, 2nd, 3rd and my 4th go! Buy why did my brother who didn't even complete the game score more points than me. I also thought that Tank and the demo of Midnight Resistance were brill!

David Langston Maulton, Northhampton

PS I have never completed a non demo game so send me an expensive game now!

PPS I think you (spacky Jim) are the best reveiwer.

● *What an honour! To be called spacky and "the best" in the same breath by someone who's name begins with an "L"!! I am toughed indeed. The Destiny Mission you speak of was a playable demo, and not a complete game. For more of a challenge, send off for the full thing using the special offer coupon inside.*

IVANHOE, IVANHOE, WHEREFORE ART THOU...

Dear Jimmy, I have been reading Sinclair User for some time and I think it well hard, hip and trendy. Please tell me why Robocop is so sinch (I completed it twice through) and also when is Ivanhoe coming out on the Speccy as it looks well good. I phoned Ocean and asked em when its coming out and this woman mumbled about is only on the Amiga and Atari ST at the moment, well that tells me a lot don't it. Anyway that's all for now bye.

PS I wrote this rap about SU here it is....

Sinclair User is so cool, if you don't read it then your a fool, Now Sinclair User hasn't got bad language, If you think it has you'll be wearing a bandage, Sinclair User is the best boy, So don't miss treat it or use it like a toy What do you think of my rap dude isn't it cool and its not crude.

PS Me mum says Hello and do you want some tea.

Leon Keys Stevenage, Herts

● *Thanks for the "rap", Leon. Ivanhoe, alas, will probably never see the light of day on 8 bit machines. Too much too it, evidently. Say thanks very much to your mum for the offer and we'll be round for tea in half an hour. Two lumps. No sugar, though.*

DISC DILEMMA

To "So called Jim" I'm thinking of buying a disk drive for the +2A. Could you tell me how much it would cost and where to get it, please?

I'm getting it to play games on.

Ben Gardner Forest Fields, Nottingham

PS Would I have to buy +3 disks?

● *In my opinion, you'd be much better buying yourself a brand new +3. Frankly the headaches involved in buying a stand-alone disc drive and converting your tape software to disc (even with the excellent Multiface from Romantic Robot) is just too fraught for words.*

SPELLBINDING MYSTERY

Do you remember an old mega tape of yours which had Finders Keepers, Spellbound, Knight Time and Technocop from Gremlin (Mega Tape 10)? I found the tape and can't understand Spellbound. I can't seem to get very far without dying quickly (Total completion 11-18%). So is there anyone who can tell me how to do this game properly by either writing back or putting the solution in your magazine.

C.Scase Sleaford, Lincs

● *Anyone managed to complete our fiendish adventure of the Knight?*

POKE SITUATION

Dear Jim, Could you tell me if poke cards number 1 to 20 are still available if so how can I get hold of them.

Stephen Houseman Whitehaven, Cumbria

● *Alas non, Mr Houseman. The poke cards have unfortunately sold out, but watch out for a new series of Oldies Corner in The Hacking Squad pages, coming soon.*

SELL THROUGH JIM

FANZINE FANS

Dear Mr Douglas Some friends and I are doing a fanzine called data (Speccies, 64's and Amigas) but we need some publicity. We can't send you a sample ish, because we are only going to continue with are hard work if we get applicants. We have an utterly brilliant artist, no lie, and enclosed is a picture (It's a Midnight Resistance Man) by him. For Spec owners it's £6 with free Myth, I won't bore you with the rest.

We have fantastic ideas, and would love to see them happen.

David Maher, Kenton Sumner, Martin Cutbill, David Hutchings.

Waltham Abbey, Essex

● *Mr Douglas is it? Well, I like your tone, David. Keen to see your first issue. In fact. If there are any other "zine" writers out there, why not send it in to "Fanzine Corner" at the usual address.*

NO GOING BACK

Dear Jim I know that you have already published an offer for back issues of 1989, but are you planning to publish an offer for older back issues e.g. from 1984 etc?

Andrew Deas Ayshire, Scotland

● *All gorn. Every last flamin' blastin' darned' blummin' stinkin' stonkin' one of "em". Sorry.*

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"JERKING"

Dear Jim I have a Spectrum +2A, and I have two Sinclair joysticks plugged in the side ports. Both joysticks work perfectly in any port separately. But if you try to use both of them together, in any game, they interfere with each other. You start firing when you don't want to, and jerk off in the wrong direction. Can you help?

Richard Howey Morpeth, Northumberland

● *Jerking off in the wrong direction eh? A common complaint. Apart from specific games, you shouldn't need to use both joysticks at the same time. Which games are you having problems with?*



SHOW OFFS CORNER

Dear Show Offs Corner here is a poem

In the past I have, completed many games, Old and new, So what I did was, Write a list, all for you:-

(brace yourself)

Manic Miner, Dynamite Dux, Ghostbusters 1&2, Terremex, Temple of Doom, Midnight Resistance (Demo), Dizzy 1 + II + III, Fast Food, Chase HQ, Batman Caped Crusader, Wonder Boy, Back to the Future, Super Kid, Operation Wolf, Colin the Cleaner, Scooby Doo, Kickstart 2 (Courses A-X won), Winter Games, Last Crusade, Knightmare, Ghouls 'n' Ghosts, Dynamite Dan, Impossible Mission 2.

PS In Yogi Bear, Mobby Marsh, There is a big tree to get across to the platform. I leap as far as I can but can't do it, I also try the rock to. How do you do it?

Darren Hermes Plymouth, Devon

You are really/ great you know/ with your "off"/ that we'll call "show"/ I should be/ very surprised/ if anyone else could beat/ your highs.

Dear Show Offs Corner In the last month or so I have completed 13 games which are Myth, Escape from the plant of the robots, Robocop, New Zealand Story, Double Dragon, Indy Jones (Last Crusade), Fantasy World Dizzy, Op Thunderbolt, Untouchables, Black Tiger, Dan Dare 3, Ghostbusters 1, Heartbroken.

I'm not saying they were easy but if this is not really bragging on I don't know what is.

How's that for showing off.

Neil Pemberton Bishop Auckland, Darham.

● ***First person who sends in a Show Off's Corner with this month's top Twenty games listed and the dates you completed them their end messages etc will win £20 worth of software.***

Dear Show Offs Corner I am the first to complete Tengen's Escape From The Planet Of The Robot Monsters. I reakon. I rescued Sarah after about 10 goes, and it says "Well Done Dude. Have 5000 Points". Why are games so easy these days? I've completed Robocop, Op Wolf, Target Renegade, Turbo Outrun, and lots more. Anyway EFTPOTRM was really brilliant, apart from the dodgy controls, and I had to use keys. Why were all the EOL baddies the same? Bahoot. Music's cool, graphics clear.

David Maher Waltham Abbey, Essex



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WORLD CUP SOCCER '90

Dear Jim Your reviews are usually spot on but World Cup Soccer '90 was far from accurate. Only 60% for a brill game like this? Okay, so there are only seven players, but what's so bad about that? The players strips are more detailed than most football games. It isn't too easy or too hard. I can get on to game 5 against W.Germany. On the review you said there are no indirect free kicks. There are plenty! You don't have to have two people using keyboard, you can use joystick. So what if there isn't a second half, does it really matter? The matches are only 4 minutes, so it doesn't take too long to finish the game.

I think the scores should look like this: graphics: 79% Sound : 30% Playability : 82% Lastability : 87% Overall : 90% and an SU Classic.

Also, these are my top ten games: 1. World Cup Soccer '90 2. Paperboy 3. Enduro Racer 4. American Turbo King 5. Batman 3-D 6. Treasure Island Dizzy 7. Fist 2 8. Ghost's 'n' Goblins 9. Spy Hunter 10. Terra Cresta.

Daniel Walters Ashford, Kent

ADIDAS CHAMPIONSHIP FOOTBALL

Dear SU Adidas Championship Football is crap, absolute rubbish! Jim are you mad? It no way deserves 90% and as for being a classic - huh!

The fax box should be:

Graphics 79

Sound 84

Playability 70

Lastability 72

OVERALL 69%

Yours disappointedly Justin Jacobs Harrow, Middx.

MATCH DAY

Dear SU quite recently I bought Match Day, it is not a bad game. But when you play the computer it is completely impossible to even score a goal against the unbelievably skilled computer. The best score I have heard of was 2-0 to the computer. All the same Match Day is a cool game here are my brill ratings:

Graphics: 78% A Sound: 82% KIERAN R. Playability: 74% BUDGET Lastability: 90% CLASSIC Overall: 90%

Kieran Roberts Ferryhill, Aberdeen

PS Midnight Resistance was a brill demo

THE Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyone thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Proiry Court, 30-32 Farringdon Lane, London EC1R 3AU

FIENDISH FREDDY

Dear SU, I recently bought a game called Fiendish Freddy's Big Top of Fun and its brilliant. It's best features are the graphics and sound. the graphics are superbly detailed without being too complicated. There are different tunes for each event which are very suitable. The idea of the game is to do all the act's of the circus (High Diving, Juggling, Trapeze, Knife Throwing, Tightrope and the Human Cannonball). Sound's easy doesn't it? But not when Fiendish Freddy's about, trying to muck up your acts!

Here are my ratings:

Graphics 92 Playability 89 Sound 91 Lastability 90 Overall 93% and a Classic.

I have make up a poem about SU.

Sinclair User is the best, It's simply better than all the rest, It reviews all the names, Of the latest computer games, It has a new part called connect, This to read you must not forget, But overall the magazine is steak, I wish it came out every week!

Ben Hamilton Marston Green, Birmingham

PS SU is brill

MIDNIGHT RESISTANCE

Dear SU I am writing to tell you what I think of 'Midnight Resistance' Graphics 90? Sound 70? Playability 92? Lastability 80? I couldn't agree more. It is truly excellent. It is absolutely outstanding. Even though I haven't got the actual game yet. I only have the playable demo that I got with your mag. I played it stacks of times. I couldn't get enough. The graphics are brill, but I think you got a bit carried away giving them 90, the sound is good, the playability is stunning the lastability isn't that good because I only have the demo, but when I have saved up enough cash I intend to get it as soon as possible. I must congratulate you on getting a review right. (that I agree on aswell).

Ryan Saunders Elscar, South Yorkshire.

RAINBOW ISLANDS

Dear Sir I "The Tartan Idiot" disagree with the overall mark you gave "Rainbow Islands". I think it should have been given 98% overall. I think this because : 1. The Graphics are totally "BRILL" 2. The Music is totally "ADDICTIVE" 3. The Playability is "GREAT" 4. The Lastability is "SUPERB"

I bought "Rainbow Islands" 4 months ago and I still think it is one of the best games ever otherwise I think your ratings have been a vary high standard (GROVEL, GROVEL) compared to YS.

Personally I think SU is the best Spectrum mag on the Market. Please print the letter to publicise me (The Tartan Idiot). I would be most grateful.

Yours faithfully

The Tartan Idiot. Bucksburn, Aberdeen

ADIDAS CHAMPIONSHIP SOCCER

As soon as I read the Adidas Championship Soccer review I thought Aha! This is the one for me, so I immediately rang up and ordered it by phone. About 3 days later it arrived. Sure it is a brilliant game, but there's just one snag, it's too ruddy hard!! Don't get me wrong. I don't just like brute force games. In fact I quite looked forward to the delicate one touch control the trouble is the game is played at 150mph and you need 10 seconds to set up your shot. I found this nearly impossible because the computer opposition played the ball to perfection while my players ran around getting totally knakered. I had one shot at goal in my first 20 games and that was a penalty. I would have given it:

Graphics: 91% Sound: 90% Playability: 0.01% Lastability: 8% Hardness: 150%

David Henshall Newport, Gwent

Greetings, mortals. The English weather never ceases to amaze me. No wonder Linda Wright wrote (Wright wrote?!) a game about it. Last month's prose was written to accompaniment of blazing sunshine, while this month I can peer outside and see naught but rain and clouds. Apparently this strange ability of the weather to change at the drop of a hat has something to do with cricket being shown on television, or so I'm told. This could be a side to weather forecasting that John Kettley does not give as much thought to as he should be doing. Look in the Radio and TV Times, find out when cricket is scheduled to appear on television, and you can safely predict buckets of rain and the sight of a card on the screen saying "You are watching highlights of yesterday's play". It always happens.

Something else that you can safely predict is the excellent service that you will get from Paul Avis and his Spectrum Adventure Swap Club. Although I have mentioned this before it is worth giving it another plug. For one thing it is still going strong, and for another I've recently seen some letters giving it very high praise indeed.

Basically, the service costs you £1.25 per monthly swap (including postage), and Paul deals with all sorts of Spectrum adventures. So, when you've finished playing and re-playing an adventure game that you now cast aside and watch as it slowly gets covered in dust, why not send it to Paul instead You can specify which games you would like to receive (or which games you wouldn't like to receive, for that matter), so everyone should end up with precisely what they're looking for. For further details, write to Paul Avis at 49 Hewitt Road, Hamworthy, Poole, Dorset BH15 4QB. It'll help if you include an SAE.

However, Paul could have a competitor, in the shape of a chap called Gordon Inglis. Actually, I'm sure they will co-exist quite peacefully, as the two services are operating in a very different sort of way. Gordon is looking for 48K Spectrum adventures only, I should point out before carrying on.

Whereas Paul Avis is swapping games, Gordon Inglis is buying them. That wonderful phrase "All adventure games bought (Spectrum 48K only). None refused" appears in his promotional stuff, so if you want to earn a few pennies send him a list of what you've got for sale. Originals only, mind, he won't touch any pirated games, and quite right too. If you're looking for a particular game or games, then tell him what you want when you send your own games in and he'll see what can be done. Alternatively, just send an SAE for the current list of goodies on offer. The person to write to is Gordon Inglis, and the place to write to is 11 West Mayfield, Edinburgh EH9 1TF.

The Armageddon and Cream sega, briefly related last month, can be brought to a swift close. It seems that they were advertising games before they were ready for release, and consequently not sending those games out when the orders came in. the Trading Standards people are now looking into things, so that should put a stop to any naughty practices that might have been going on. If you're still experiencing problems, see last month's column for one address to write to, or get in touch direct with the person from the Trading Standards people who is actually dealing with this. It's a Mr Crompton, from the Carlisle branch of the Trading Standards Department.

A company that most definitely does reply promptly to all orders is Global Games, who have some new games on offer. Three have appeared for the 48K Spectrum and all are at the extremely low price of £1.99 - a bargain! In no particular order, they are Deamon (can you survive a night in a very haunted house?), Jewels Of Honour (very traditional adventure country here, collect four jewels and deal with trolls and orcs), and A Life Of Crime (attempt to steal some jewels in order to pay off an old debt to The Mob).

For two pounds more, or £3.99 to put it another way, there is also a new game out for the 128K Spectrum (a little note tells me that this will not load on +3 or +2A computers) called Moonshards Of Sacrimore. Briefly, you are an heroic adventurer who, after mauling about on a river, finds himself awake in a "stinking black creek", about to embark on "an epic quest".

Global Games are also looking for new games to add to their ever-increasing catalogue, so if you've written something which you think is pretty hot stuff then why not send it off the evaluation? The same address applies to everything, whether ordering software (add £1.00 per order postage in Europe, £1.00 per

CASTLE ADVENTURE: (from where we left off in the end game) e wave wand (repeat until you can go east), e, exam rope, pull rope, take ruby, w, enter pentacle, swim, up, take crown down, take lamp, w, w, w, up, cast excalabur, e, e, n, take carbon, cast transmute, n, n, drop diamonds, drop ruby, drop crown, drop gold, take spade, n, wave wand, down, n, w, w, dig, take pearls, e, s, s, up, s, drop pearls, drop spade, s, s, drop wand, take shield, take short sword, s, take battle axe, w, w, w, move chest, down, take silver, up, move chest, smash chest, take iron bar, e, drop battle axe, n, kill lion, drop shield, drop sword, lamp off, rub lamp, n, up, rub lam search knight ... to be continued!

DRACULA: (from where we left off) w, get notes, exam desk, get key, w, u, unlock door, look around, get net, w, drop key, w, e, d, s, w, w, w, w, u, drop net ... various events happen automatically, morning arrives ... w, s, w, w, w, n, w, s, e, s, s, s, w, w, n, get stone, s, e, e, e, e, e, exam hut, smash window (you climb in, grab an axe and climb out), drop stone, w, w, w, w, w, s, e, s, look around, chop tree, w, s, give axe, n, e, u, n, w, look around, d, get handle, s, get sack, fill sack (with hay), n, e, e, n, remove drawer, exam drawer sharpen handle, s, e, e, look around, empty sack, remove monocle, wait, focus monocle, drop flowers, d, look around, exam boxes, drop corn, look around, u, look around, exam tomb, exam remains, remove remains, look around, enter tomb, e, e, e, e (you plunge stake into Dracula's heart and cut off his head. Well done!)

BUGSY: (from where we left off) now go to the Police H.Q., on the way you'll be arrested several times by the cops for the high-jacking. Talk To Cops and Bribe them. When you reach Police H.Q. go In and West to the Commissioner's office. Talk To Commissioner and Bribe him. You'll have no more trouble from the cops, and you become public enemy number 5. Go to the Ritz Carlton Hotel, go In and Talk To Manager. Hire rooms and say Yes when he asks if you wish to book them. He takes you to your suite where Score tells you that you are now public enemy number 4. Go to the Tib Bar, go In and Up the stairs. You are approached by Gentleman George McGurk, who suggests that you go to your H.Q. and talk ... which is what we'll do next month!

CUSTERD'S QUEST: (from where we left off) Take box, n, n, out, out, w, d, out, w, w, open gate, w, ring bell, open cupboard, take axe, n, look under bed, take cake, s, e, e, e, e, n, in, take bottle, out s, s, s, w, w, w, w, n, drink bottle (and shrink!), take box, d, n, e, n, e, ne, sw, w, s, w, s, u, drop watch, take cake, eat cake (back to normal size again!), take watch, take armour, wear armour, take treasure, take orb, take axe, take mud, s,e, e, e, e, n, n, n, n, n, n, n, throw mud, n, n, n (ignore 'hungry' messages), n, n, a, e, u, pull, e, n, give treasure, wait, b, unchain princess, take photo, wait, e, take rod, wave rod, cross bridge ... we'll be on the other side next time!

DANGER MOUSE AND THE BLACK FOREST CHATEAU: (from where we left off) follow moat, enter forest, go steam, cross stones, fill bottle, turn back, follow back, follow path, take lantern, enter mine, explore mine, take bucket, retrace, examine pit, go exit, press on, press on, press on, press on, go clearing, follow track, follow moat, follow moat, launch, enter boat, use rope, take milk, go stairs, go stairs, take feather ... and more next time!

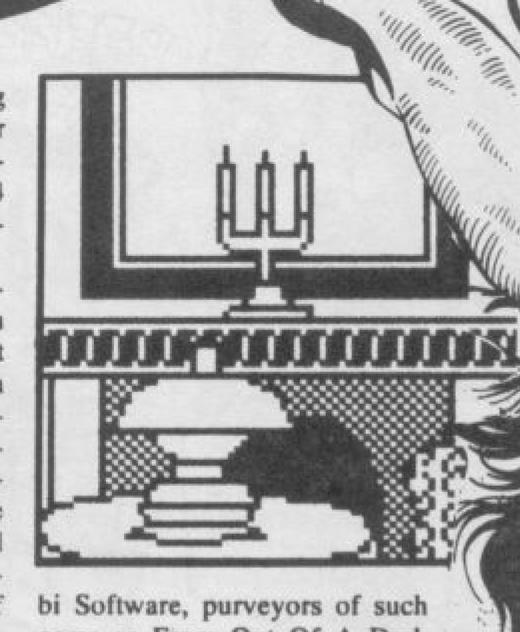
The Sorceress



game anywhere else, but nothing if in the U.K. - whoopee!) or sending in software for evaluation, and it is Global Games, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT.

If you were producing a new adventure fanzine, what would you call it? I'd be willing to bet that you wouldn't call it Tequila Mockingbird, but Alistair Thomas has. It seems to lean more towards writing and producing adventures than anything else (oops, interactive fiction they call it, not adventure games), although there will be reviews of games both old and new as well. The first issue is due out any day now, and if you want to beat the rust then for further details write to Alistair Thomas at The Old Schoolhouse, Inveresk, Musselburgh, East Lothian EH21 8LX, If you think Musselburgh is a very strange name for a place, I can tell you that I've just looked it up on a road map and found that it's near to the even more strangely named Preston pans! Despite the Preston bit, they're all up in the Edinburgh neck of the woods. I've just noticed that every address I've given so far this month (bar one) is in Scotland. what does this tell us about the adventure world, I wonder? I'm saying nothing, you can draw your own conclusions!

Let's mention somewhere on the English side of things by moving to Rochdale and a company that seems to have fear of such modern devices as telephones. Zenobi Software, purveyors of such gems as From Out Of A Dark Night Sky and Dr. Jekyll And Mr Hyde, have been quiet of late (by their standards!) as far as the Spectrum goes, although it must be said that Miser, The Pendant Of Logyrn and Lightmare ... The village of Delvhorn are hardly ancient titles in the Spectrum adventure arena.



However, I see that Jack Lockerby is working on a new Spectrum game, and he may choose to release it via Zenobi or his own River Software, since he seems to divide his attentions between the two. I shall endeavour to get some more news for you next month, by which time Zenobi will probably have released something new anyway.

Until then, however I shall wait for the rain to stop and the cricket to finish on the television. Bye!



WORLD CUP WONDERS!
GARTH
HE'S GOT THE TOOLS FOR THE JOB!
OOH ER!
JIM THE S.U CAPTAIN
OZ
MR. 'LEAD IN HIS MAGIC PENCILS' BROWNE
ACH! EIN SNIPER IN ZE CROWD!
MIT EIN SNEAKY PISTOL!
WELCOME BACK TO TURIN. THE SCORE HERE IS 3-3 IN THE SEMI-FINAL PENALTY SHOOT-OUT BETWEEN ENGLAND AND WEST GERMANY!
DES
BANG!
THUD!
AND WHAT A DISASTER! THE BALL SEEMED TO TURN IN MID-AIR AND ENG-ER-LAND ARE IN TROUBLE NOW!
THAT'S 4-3 TO THE GERMANS. THIS MUST MEAN CERTAIN DEFEAT WITH ENGLAND NEEDING AN IMPOSSIBLE SAVE AND A GOAL TO GO THROUGH, BUT WHAT'S THAT COMMOTION ON THE PITCH!
I DON'T BELIEVE IT - IT CAN'T BE, IT IS! IT'S THE S.U CREW, BUT WHAT CAN THEY POSSIBLY HOPE TO DO?
REMARKABLE! PEARCE HAS WAIVED HIS PENALTY AND GIVEN IT TO DOUGLAS. THE WHISTLE'S GONE, HE'S RUNNING TO THE BALL!
PEEEEP!
POW!
OOOF!
SMART COOKIE! DOUGLAS'S PENALTY TAKES OUT FIENDISH HUN SNIPER - KAPOW!
BOO! He's MISSED! BOO!
IT'S ROCKETTED OVER THE BAR AND OUT OF THE STADIUM - SURELY THIS IS THE END FOR ENGLAND
WHAT 'CHA DOIN' OZ?
WORKING A BIT OF OZ-TYPE MAGIC WITH THIS OOPEE BALL!
STEVE HARMAN '90
UNBELIEVABLE ... REMARKABLE EVEN, I'VE SEEN A FEW BENDERS IN MY TIME BUT NOTHING LIKE THAT ONE! HE'S MISSED!
NICE ART-WORK EH KIDS? (Snigger Snigger)
SUMPTER'S SCORED! A PLAYER OF HIS CLASS CAN MAKE THE GOAL SEEM TWICE THE SIZE!
4-4! IT LOOKS LIKE ANOTHER SUDDEN DEATH PLAY OFF ... BUT WHAT'S THAT COMING FROM THE SKY!
READ S.U
IT'S 4-4, WE HAVEN'T WON, WHAT SHALL WE
WORRY YE NOT! GARTH OLD PAL, YOUR ED'S IN CONTROL
AT THIS VERY MOMENT HE HOLDS THE DESTINY OF THE MATCH IN HIS HANDS!
TURIN
YES! DOUGLAS HAS CLINCHED IT FOR ENGLAND!
THE GAME'S NEVER OVER TILL THE FINAL WHISTLE!
SMART-ASS!



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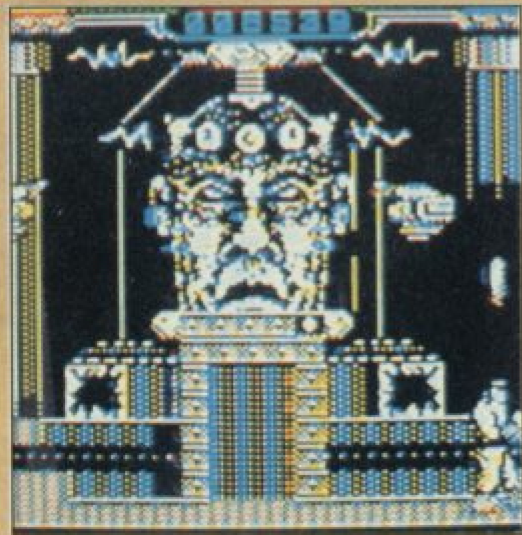


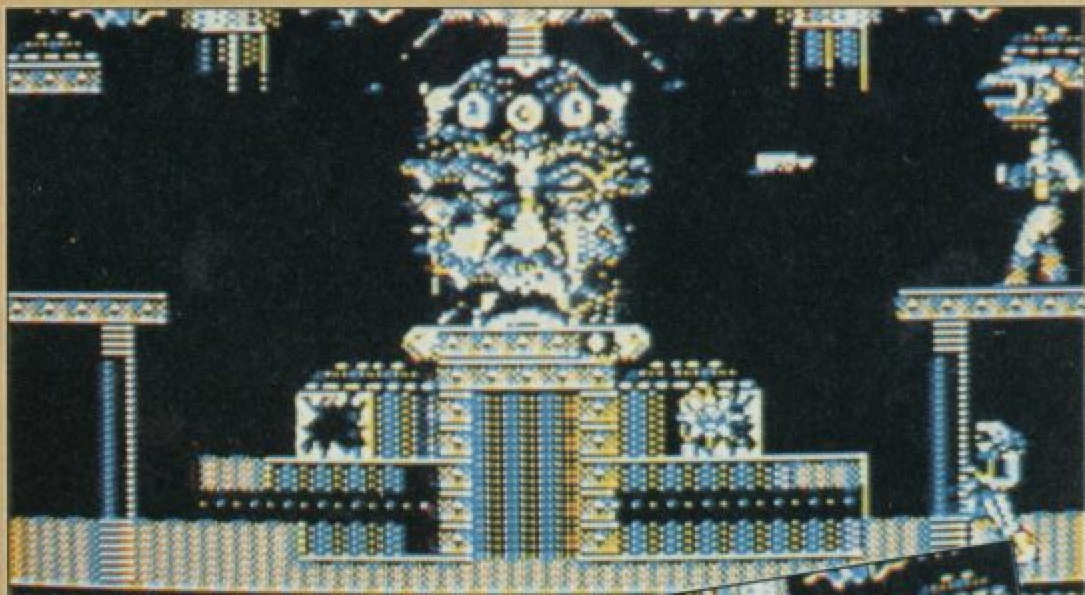
ONE DAY AT THE MARKET...
LOOK! COMPUTER GAMES!
HANG ON... THESE LOOK LIKE COPIES!
BLOGGO'S POW
AND THIS DEFINITELY IS!
'ERE... YOU TWO BUY SOMETHING OR NAFF OFF!!
YOU SHOULDN'T BE SELLING THIS STUFF... IT'S AGAINST THE LAW!
AND I DON'T LIKE IT
BLOGGO'S POW
LATER
HELLO, IS THAT F.A.S.T. ?

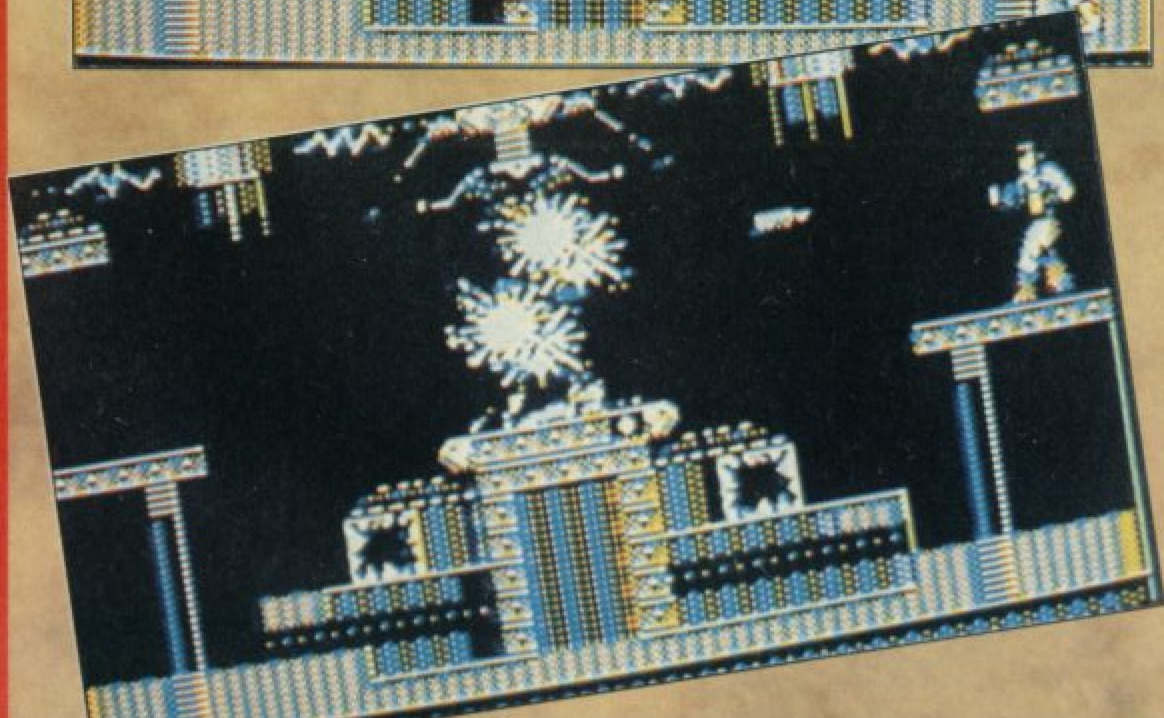
SCENE 32

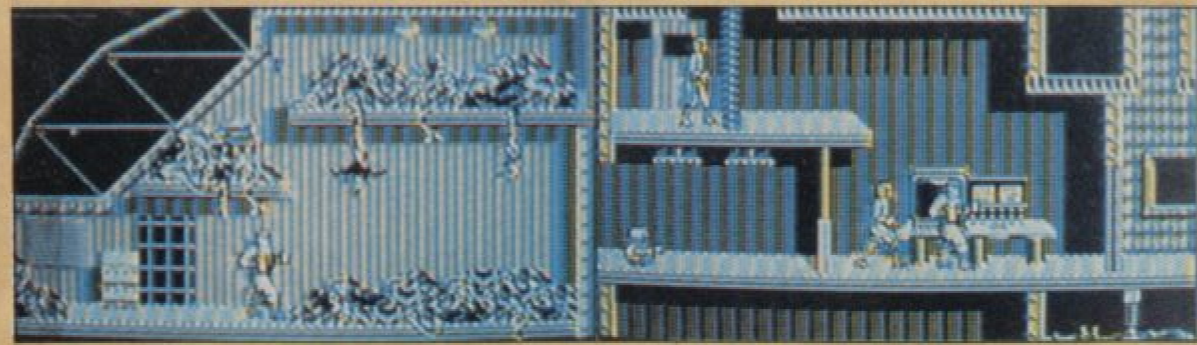
To destroy the Master:

Destroy the pillars by firing up. Preserve lasers by using Metalisis for any fighting and collecting of icons. Flic flak onto the platforms and fire sideways to break the glass dome. Now fire down to hit the Master in the chin and middle of the face. Continue shooting the old twit until he blows his lid. Now flic flak over to the exploding face, turn into the screen and head butt to plug yourself into the exploding mess to release the bodies of Hammerfist and Metalisis and complete the game.







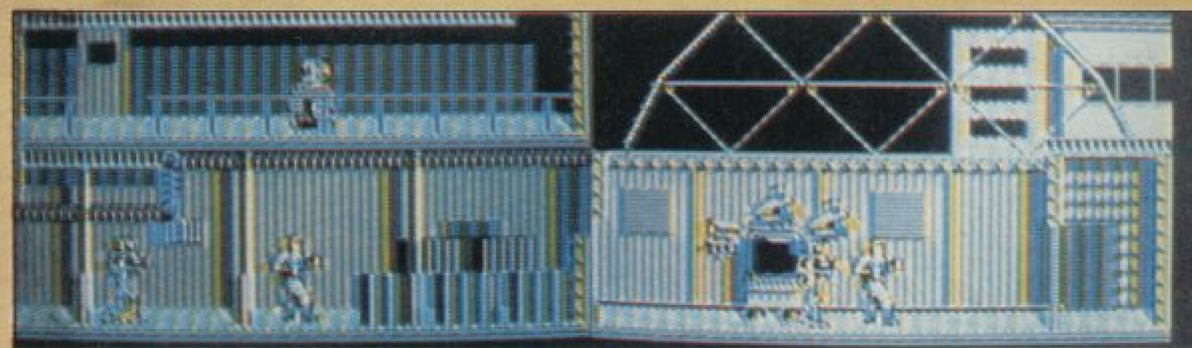


SCENE THREE

Destroy the whole plant and don't bovver with the hovvers unless they are clear of the platform, otherwise the icons they drop will be unreachable and will go to the Master.

SCENE FOUR

Stay on here and destroy lots of robots to breech the security then pop through the door upstairs. and collect lots of pistonfists and then return to scene four and exit left.



SCENE SEVEN (DOWNSTAIRS OF SCENE THREE)

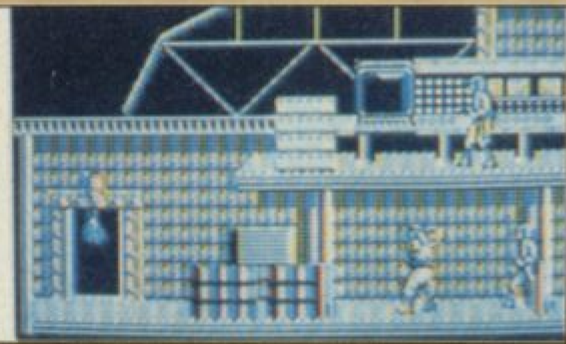
Back to scene three but this time blast the boxes with Hammerfist's laser to uncover the door. The boxes contain a fair proportion of Master Death Icons so only shoot the robot when it's NOT behind the Master icons so that you can pick up the Laser and Energy icons that the robot leaves behind.

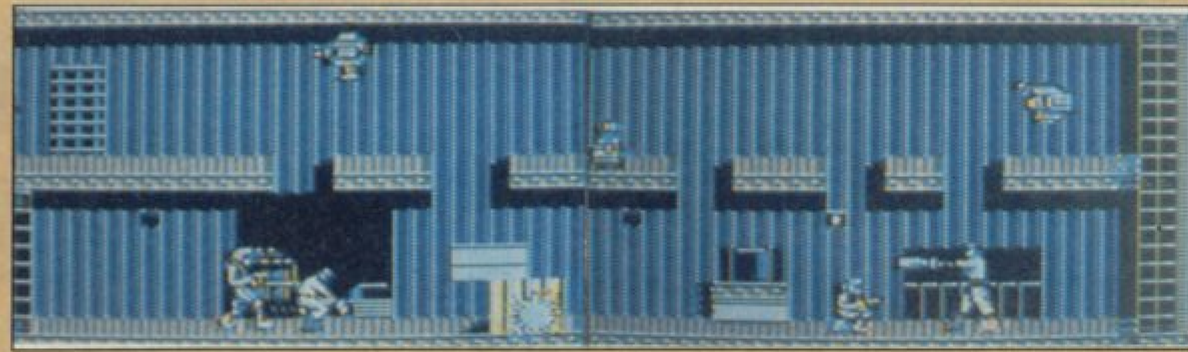
SCENE EIGHT

This is tricky. The walking and flying driods will keep on coming. Smash the monitor and kill enough opponents to go to the next level.

LEVEL TWO







SCENE NINE

A large barge appears that cannot be killed here. Use lasers/flicflac to force it off the screen. And don't forget the recharge point.

SCENE 10

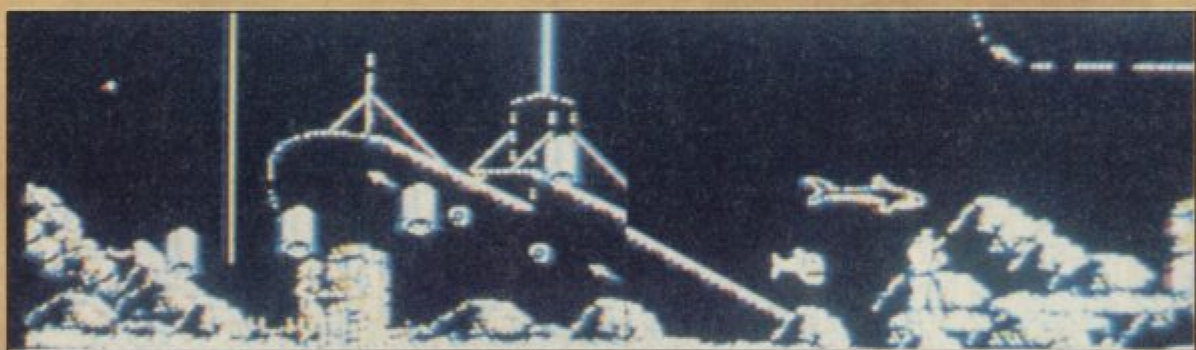
Push the barge back against the box and then use the pistonfist to destroy it.

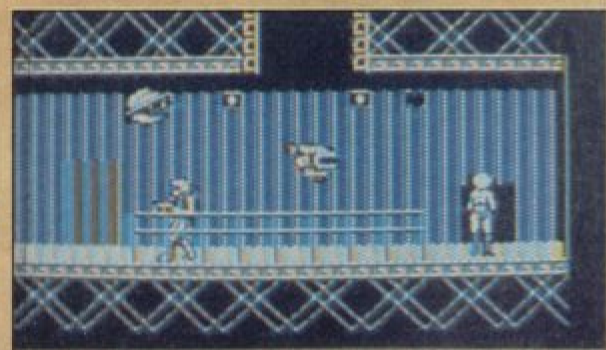
SCENE 27

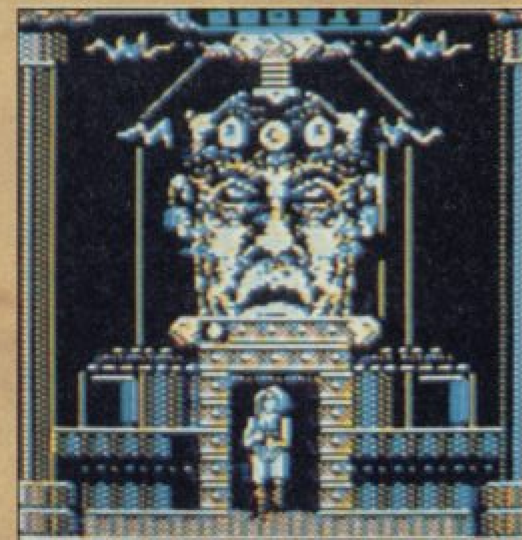
Destroy all the boxes and the lights on the wall.

SCENE 28

Head butt monitor and kill technician to collect pistonfists. Go up on lift and left to edge of platform. Now flic flak to far left (SCENE 27) and exit door







SCENE 13

Shoot the barrels to get lasers and destroy the rock.

SCENE 14

Destroy the rocks with laser to gain access to the next level.

SCENE 31

Destroy all the flashing lights on ceiling. Enter the hidden door on the right which leads to Master's pad. Make sure that you have oodles of lasers, you're full strength and everything before you go in.

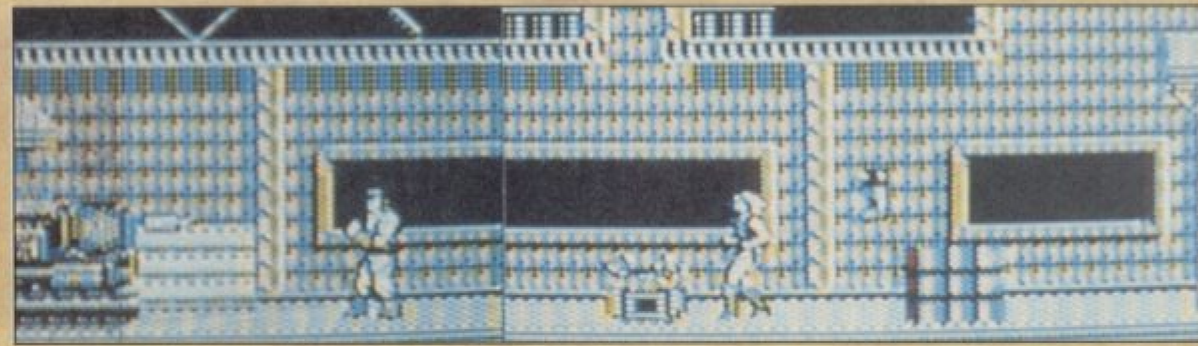


LEVEL 4 SCENE 25

You can only destroy the tank from behind. Change over character to make it back away from you and them flic flac from outside the hut to land on it. Once tank enters the hut, flic flac behind it and destroy it with lasers and pistonfist. There's a recharge point above the hut.

SCENE 26

Destroy the security post with lots of lasers. The robot drops laser icons when destroyed.

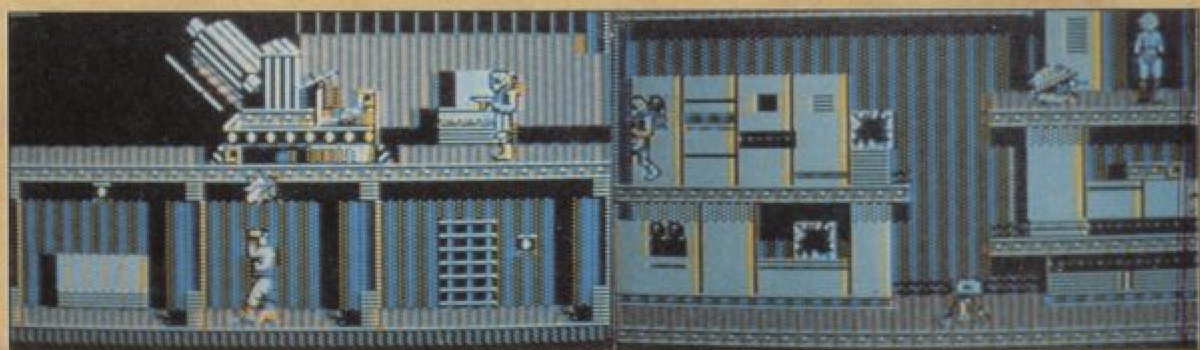


SCENE 11

The technicians up top are infinite. You must destroy all the monitors up top, the crates and the laser above the door. Stand under it when inactive, duck when active and fire laser when next inactive.

SCENE 12

No security breech is needed here.



SCENE 29

Use the recharge point near door. Jump onto table and flic flak onto left ledge. Fire laser straight up from there to hit underside of gun. Fire right to destroy rest of gun. Do high flic flak right over gap. Destroy technician to get laser icons.

SCENE 30

head butt all monitors and flic flak up to hidden door at top right.

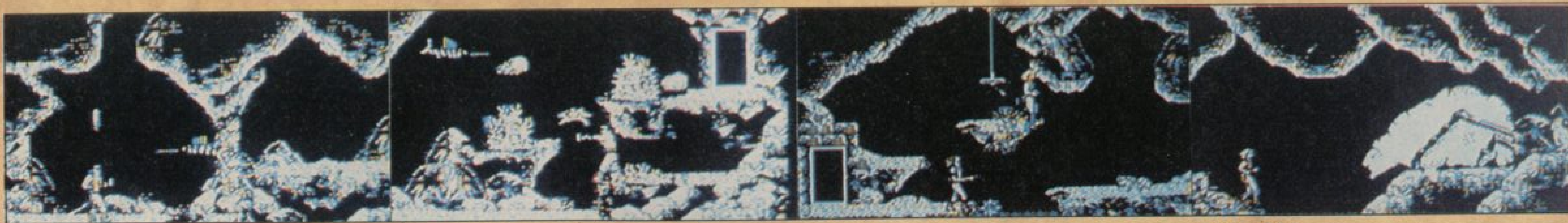


SCENE 15

Destroy the security post.

SCENE 16

Destroy the sea monster by flicflaking onto the shelf and then use the laser and destroy it in this order: Top Claw, Bottom Claw, Mouth, Small Forehead Claw and lastly the Eye.



LEVEL THREE SCENE 17

Destroy the rock by using ricochet shots off the roof of the cave.

SCENE 18

Destroy the anemone and make your way to the door.

SCENE 19

Destroy the hanging rock to the right of the top platform.

SCENE 20

Destroy the gi-ant by firing left (to kill oncoming nasties), then bounce the laser off the ceiling onto the ant until you can flic flac onto its platform.



SCENE 21

Just blast away.

SCENE 22

Use the flashing recharge points and there is a safe spot on the far right of the screen.

SCENE 23

Hammerfist goes down, Metalisis goes up. You'll have to work your way out of the level by using the lifts to move to the right.

SCENE 24

Use the laser to destroy the sparks. The exit is the most right hand piston. Use Hammerfist to shoot a laser sideways at a spark just as you reach them. Stand on the opposite piston to the spark that you want to destroy.


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COIN OPS

Success Joe - Taito

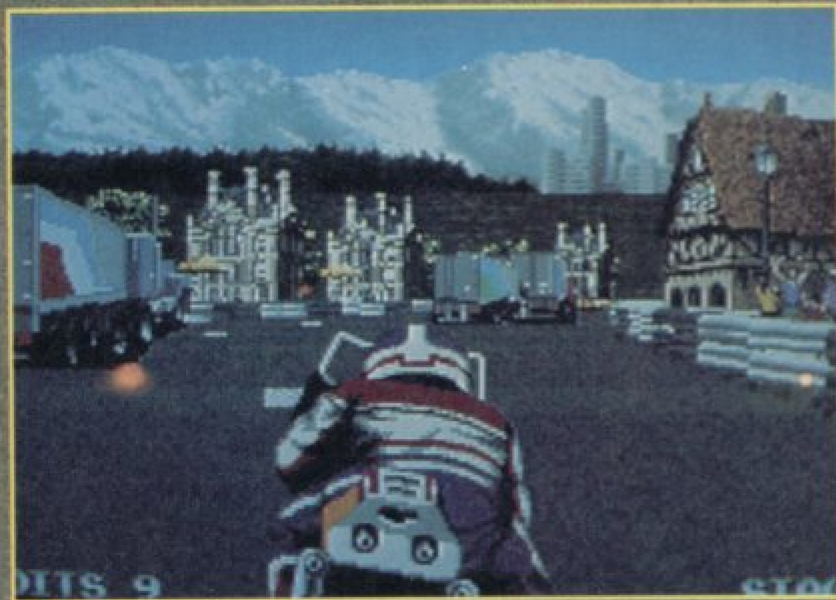
OK. Kid. This is your big chance, right. You've done the roadwork, you've done the skipping, you've kicked the hell out of the Margret Thatcher punch bag. Now all you have to do is get in that there ring, knock out a series of battle crazed psychopaths and fame and fortune is yours. Success. Joe! Success!

If only it was that easy. In this Punch Out look alike, the controls are simple to understand and the graphic style easy on the eye.

No problem to get into, enough humor to keep you giggling, if you like boxing games - or any sort of combat game for that matter, Success Joe might not be a super heavy-weight, but it's certainly worth spending a bob or two on.

Addict Factor 78%





Racing Hero - Sega

Now, we all know that motor bikin' is the coolest thing since - well - doing funny things with Mars Bars. Particularly since the introduction of the electric start. Come to think of it, as soon as they invent the hydraulic kick stand, it'll even be as cool as Skateboarding.

Anyway, since the dawn of time, motorbike have been deemed to be well up for grabs as the subject for vids. And here's the latest offering in that department, Racing Hero, from those terribly clever people from Sega. Sega have got air-conditioned rooms full of people slaving away over hot compilers, trying to come up with neat routines for messing around with sprites. Remember the fab results in Super Monaco Grand Prix for instance? These self same routines are probably in Racing Hero too, as you truck through various countries of the world on your fabbo racing machine, while being very smoothly animated.

Watch yourself lean hard to the left, then hard to the right and then fall off and hit a tree very hard indeed - this game's not easy, y'know.

But despite being a jolly wheeze and all that (lots of fab graphics and sound), for some reason, Racing Hero just doesn't bring a flush of colour to the cheeks the way it should. Technically in the shade of Taito's recent World Grand Prix, you'll probably want to try Racing Hero out for size, but unlikely to come back for more.

Addict Factor 76%

Nose to Tail - Sega

Seen Days of Thunder yet? Well, Nose to Tail isn't a bit like that, but it is a racing game with a difference and a bit of a laff. Unlikely to require a change of underwear after playing, it's still different enough to warrant a try.

Addict Factor 74%



Mega Twins Capcom

It looks like Capcom are back on song with this cutie-cutie effort that is so yummy that you want to cuddle it after game over comes up. You, or you plus your little brother, are out to avenge some ancient wrong by jumping around nicely drawn platforms and zapping nasty (but still fairly cute looking) opposition. You collect coins left over when you do this and then go on to zap end of level nasties to complete each level.

Wildly original, no - but this we can forgive when there are things in the game such as Duck Hats that you wear on Level Two that let you fly around.

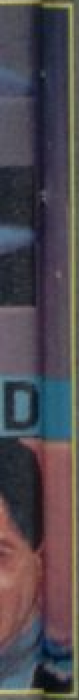


They go Quack very loudly. You don't get killed when you get hit, but a power meter goes down - which can be replenished if you find the right power-ups.

The sort of game that your Mum wouldn't mind you playing - this is the SU Game of the Month. Enjoy - and blow it a few kisses from us.

Addict Factor 93%





Dark Seal - Data East

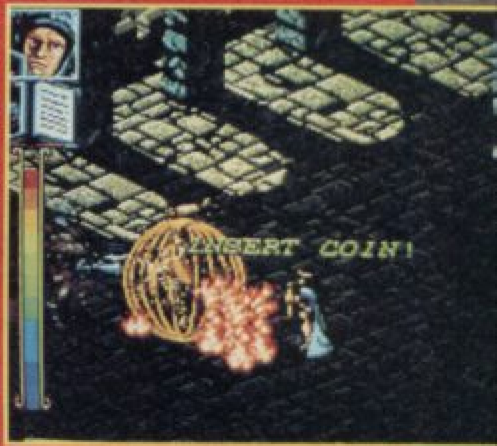
Watch out - there's a pixie about. Yup, it's peril in fairyland time again, with you having a choice of Fighter, Ninja, Bard or girlie Magician and having to close the gates of Doom, or something like that.

The good news is that is not a straightforward horizontal jumpy-jumpy scroller. That bad news is that it's done in isometric 3-D (like Escape from the Planet of the Robot Monsters) and plays a bit poo.

Each different character type has slightly different characteristics, as you might expect - and there is a neat touch in the kind of magic system that is used. For each nasty that you get rid of, a magic meter is increased. When it reaches full, you can press a button and cast a spell - the one that just happens to be shown in the spell book, which is placed at the top of the meter. You can also find power-ups hidden in chest that are scattered around each level.

Overall, Dark Seal is OK - but fails to set the pulse racing like Midnight Resistance did. For pixie enthusiasts only.

Addict Factor 68%



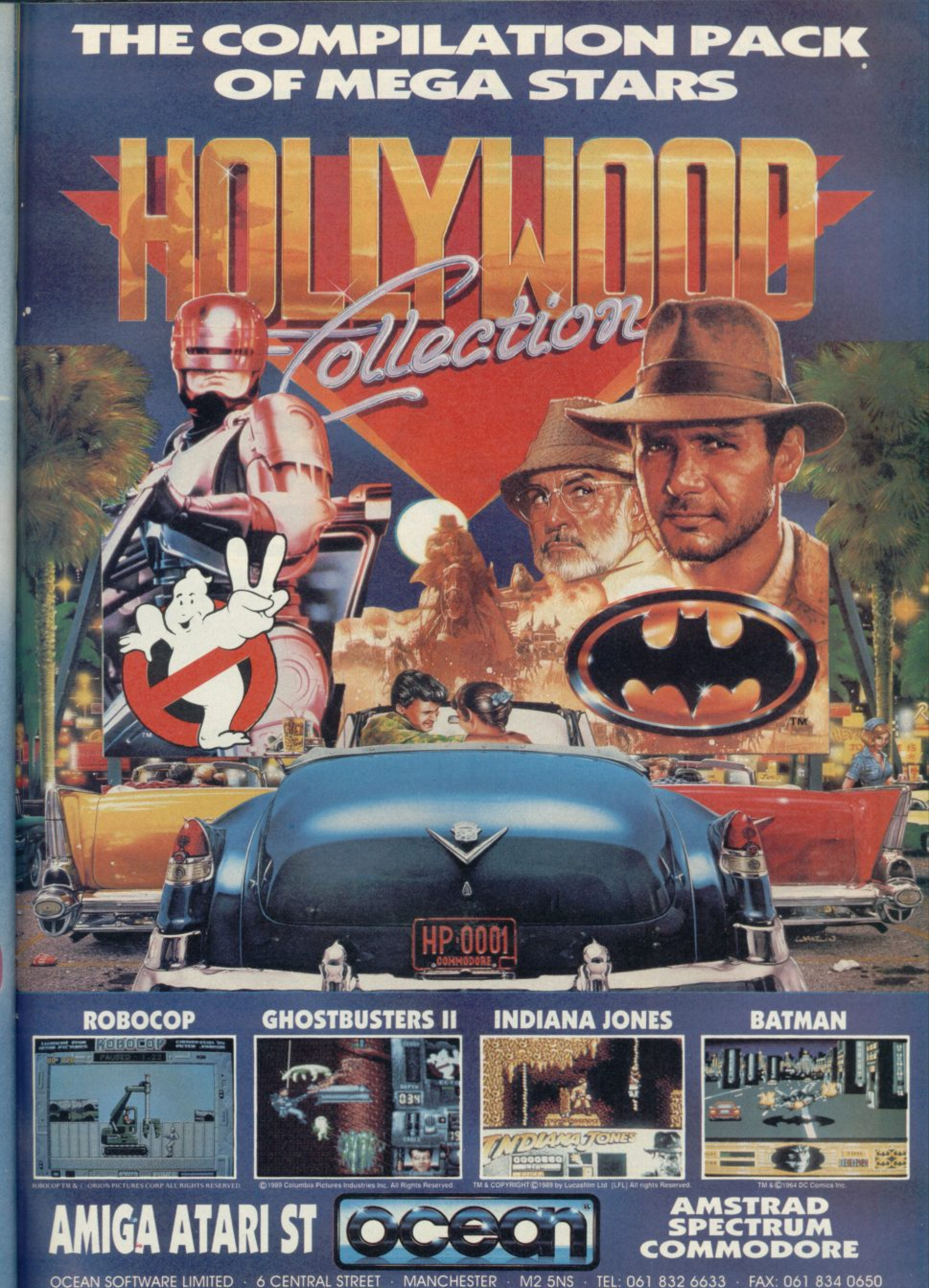


Radical - Bally

Something tells me that this pinball table is the result of a particularly long Marketing Department creative session down the pub. Words such as Rad, Def and Hep abound and the theme of the thang is, "designed to capitalize on one of the hottest pastimes around...skateboarding!" Despite that, it's a jolly good table, with loadsa ramps, features and sounds. Give it a try, but we recommend you wear sunglasses while doing so (and maybe some fluorescent shorts, fake tan and a chest wig).




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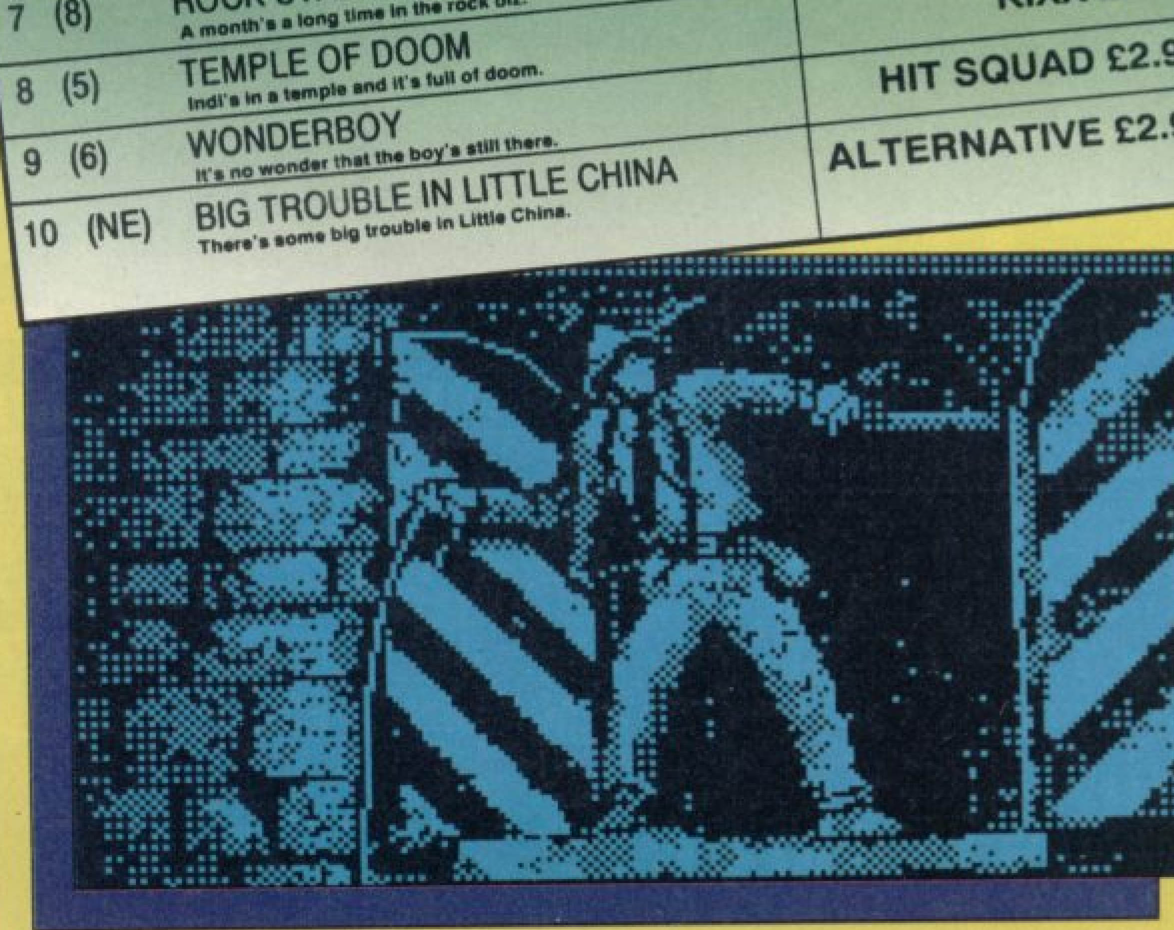
CHART

COMPILED FOR SINCLAIR USER BY GALLUP

BUDGET TOP TEN

Hurrah! The Egg is dead. Long live the egg. Yes, Dizzy's top slot has finally been poached by Match Day 2, with Player's World Cup Challenge taking the number two slot. Will they still be there next month? It's entirely up to you.

1 (NE)	MATCH DAY 2 And it's football crazy and goodbye to that daft egg	HIT SQUAD £2.99
2 (NE)	WORLD CUP CHALLENGE The Players are on the pitch..they think it's all over.	PLAYERS £2.99
3 (4)	TREASURE ISLAND DIZZY Our eggy pal has finally had his top slot poached.	CODIES £2.99
4 (2)	PRO BOXING MANAGER Has been taken down a peg or two.	CODIES £2.99
5 (1)	FANTASY WORLD DIZZY The cholesterol chump has been knocked for six. (Or four)	CODIES £2.99
6 (6)	PAPERBOY Still on the same old round	ENCORE £2.99
7 (8)	ROCK STAR ATE MY HAMSTER A month's a long time in the rock biz.	CODIES £2.99
8 (5)	TEMPLE OF DOOM Indi's in a temple and it's full of doom.	KIXX £2.99
9 (6)	WONDERBOY It's no wonder that the boy's still there.	HIT SQUAD £2.99
10 (NE)	BIG TROUBLE IN LITTLE CHINA There's some big trouble in Little China.	ALTERNATIVE £2.99

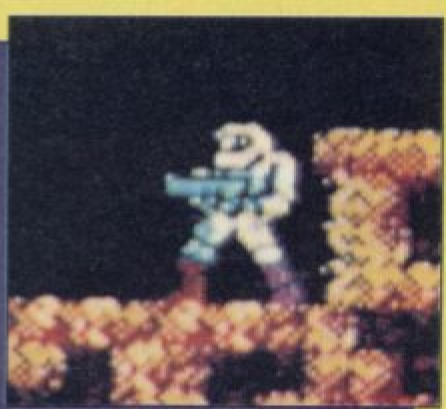


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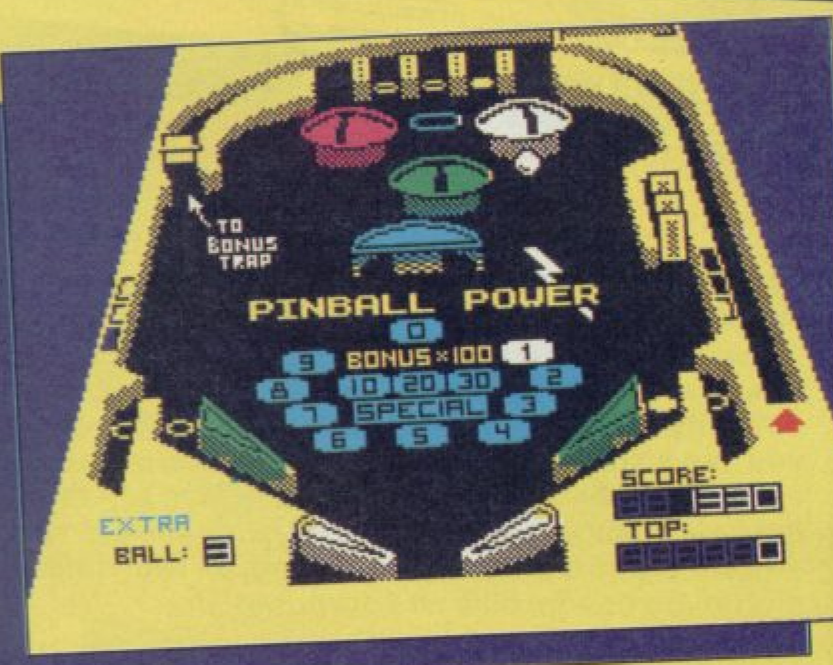
FULL-PRICE TOP TWENTY

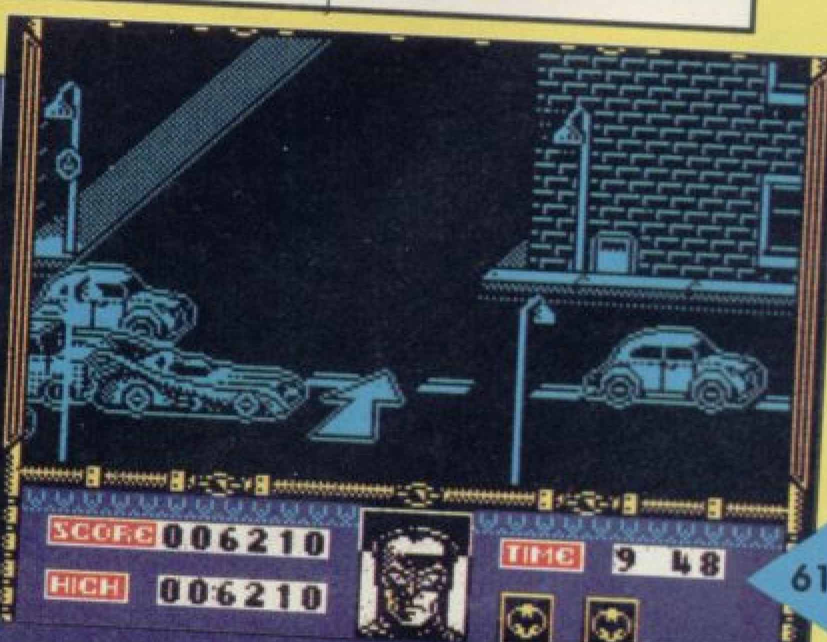
The charts are still affected by the aftermath of World Cup fever with the top three positions still looking to go to a play off next month. But will they score own goals with Shadow Warrior and Turican, two good games coming straight in to the top five.

1	(1)	ITALY 1990 And yes, it's still there.	US GOLD	£12.99
2	(2)	FOOTBALL MANAGER WORLD CUP And yes indeedy, it's still there too!	ADDICTIVE	£9.99
3	(3)	MANCHESTER UNITED It's Manchester and they're united.	KRISALIS	£9.99
4	(NE)	SHADOW WARRIORS Nifty ninjas nip straight in.	OCEAN	£9.99
5	(NE)	TURRICAN The hurricane Turrican storms into the charts.	R.BOW ARTS	£9.99
6	(4)	WORLD CUP SOCCER '90 Going down, going down, going down.	VIRGIN	£9.99
7	(NE)	ADDIDAS CHAMPIONSHIP FOOTBALL "'Ere we go, 'ere we go, 'ere we jolly well go!	OCEAN	£9.99
8	(NE)	RAINBOW ISLANDS They're Rainbows and they're on a island and they're great!	OCEAN	£9.99
9	(7)	CHASE H.Q. Miami Vice eat your heart out	OCEAN	£9.99
10	(10)	ROBOCOP "Your move creep!" Or not as the case may be.	OCEAN	£9.99
11	(10)	WORLD CUP '90 COMPILATION The game isn't over until the final whistle.	OCEAN	£8.95
12	(11)	BOMBED Not all plane sailing for Activision. Crash landing ahead?	EMPIRE	£12.99
13	(9)	BATMAN - THE MOVIE Looks like the Joke(r)'s not so funny any more.	ACTIVISION	£14.99
14	(RE)	GHOULS N' GHOSTS Looks like Jim's playing guide has helped sales.	OCEAN	£9.99
15	(6)	GAZZA'A SUPER SOCCER Does this mean a yellow card for Gazza?	US GOLD	£9.99
16	(19)	EMLYN HUGHES INT. SOCCER "Oh I nowit, Inowit, Inowit." Yes, cheers Emlyn.	EMPIRE	£8.99
17	(12)	TURBO OUTRUN The ex leader of the pack drops yet another gear.	AUDIOGENIC	£9.99
18	(NE)	INTERNATIONAL 3D TENNIS Here're the new balls for the chart.	US GOLD	£8.99
19	(NE)	ESC FTP OF THE ROBOT MONSTERS Superb shooting action destined for the top.	PALACE	£9.99
20	(18)	DAN DARE III Dan Dare the space hero becomes a cling on.	DOMARK	£9.99
			VIRGIN	£9.99







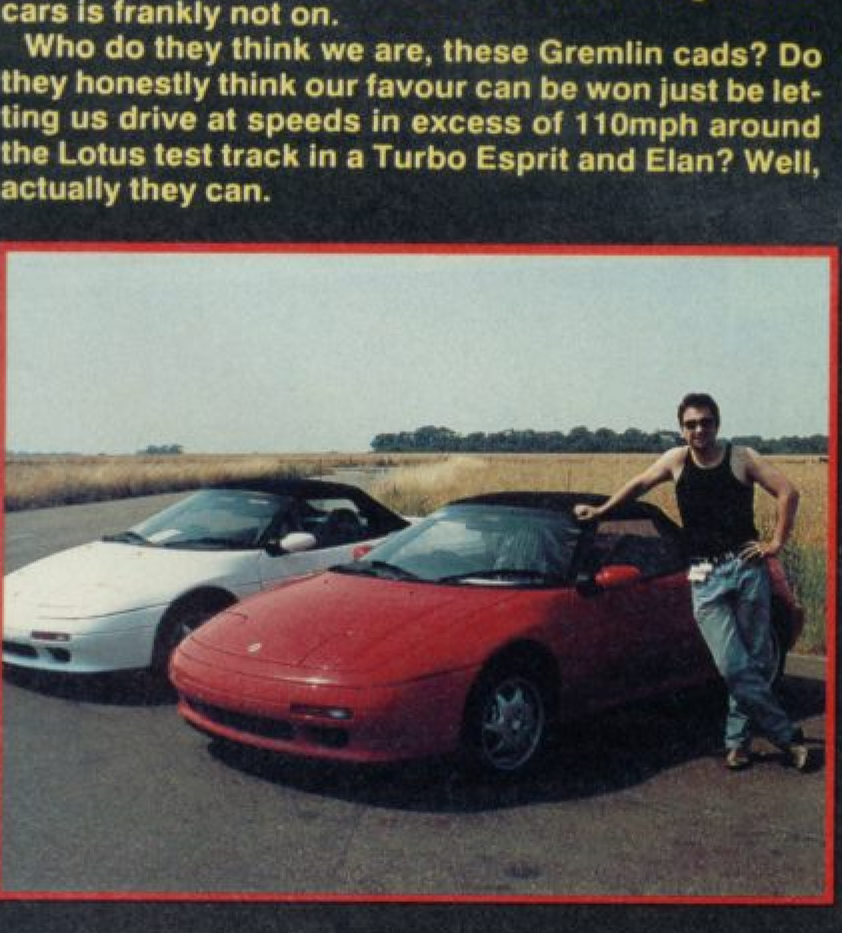


LOTUS BLOSSOMS



*N*o. Really. Enough is enough. We simply won't be treated like this! It's all very well sending us games to review but dragging us all over the country just to drive some of the world's most sought-after cars is frankly not on.

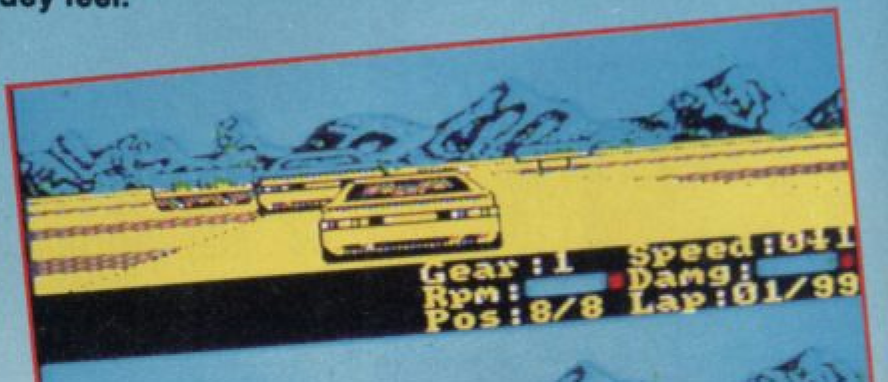
Who do they think we are, these Gremlin cads? Do they honestly think our favour can be won just be letting us drive at speeds in excess of 110mph around the Lotus test track in a Turbo Esprit and Elan? Well, actually they can.



THE GAME

*T*he most obvious difference between Esprit and other race games is the split screen. This allows two players to race each other in 3D, viewing the race from behind their car. The whole game is based, of course, on the amazind speed and handling of the Lotus Turbo Esprit.

"Lotus Esprit Turbo Challenge could have gone two ways," says Gremlin boss Ian Stewart. "We could have gone for a straight simulator, but it seemed a shame to lose any speed and bog the gameplay down with fiddly detail. Instead we opted for a more arcadey feel."



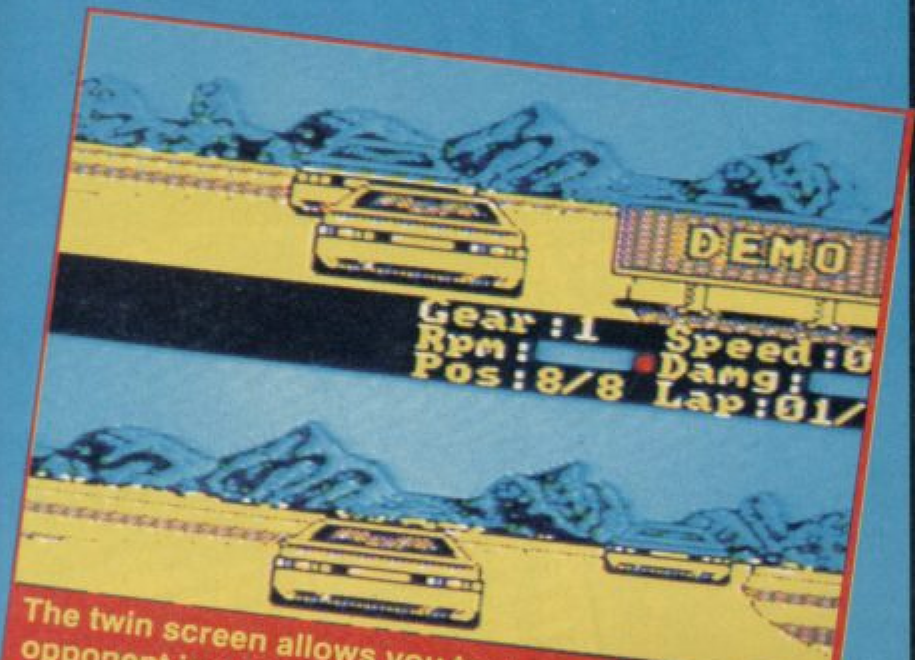
The top car is only behind one position but he's incurred a lot of damage getting to that stage.

And he's not kidding either! Turbo Esprit really shifts! Even with both screens rolling at once.

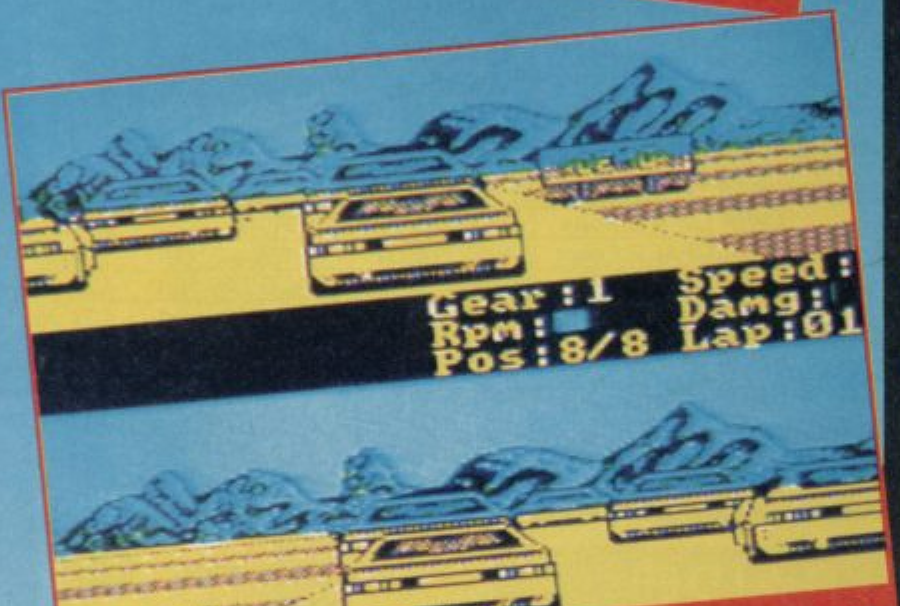
The controls are simple and you can even choose how you want to handle the car. On top of the normal difficulty settings, control of track conditions etc., you can also opt to have automatic gears, manual accelleration controlled with the fire button or fire-button gear changing and forward-joystick accelleration.

There are 35 tracks to race around, all with different nightmare bends, hills and surprises.

Streetdate: September
Price: £9.99



The twin screen allows you to race against another opponent in real-time 3D!!!



The action on the bends and the hills is simply the slickest we've ever seen. Watch the hills rise!

THE CAR

The Lotus Esprit Turbo SE. Not an unsexy car. It can reach 60mph from rest in a not-very-long 4.7 seconds. From there it only takes a further ten seconds and you've passed the 100mph mark.

And it won't even bat a headlamp until it hits 163mph.



It's the amazing handling and exhilarating performance which made Gremlin decide to base their new game on the Esprit.

Every Lotus car is hand built to exacting standards, and they're all thoroughly British. Even the Japanese engines in the Elan are designed to Lotus specifications.

All of this, as they say in motoring circles, makes the Lotus a really nice car to have.





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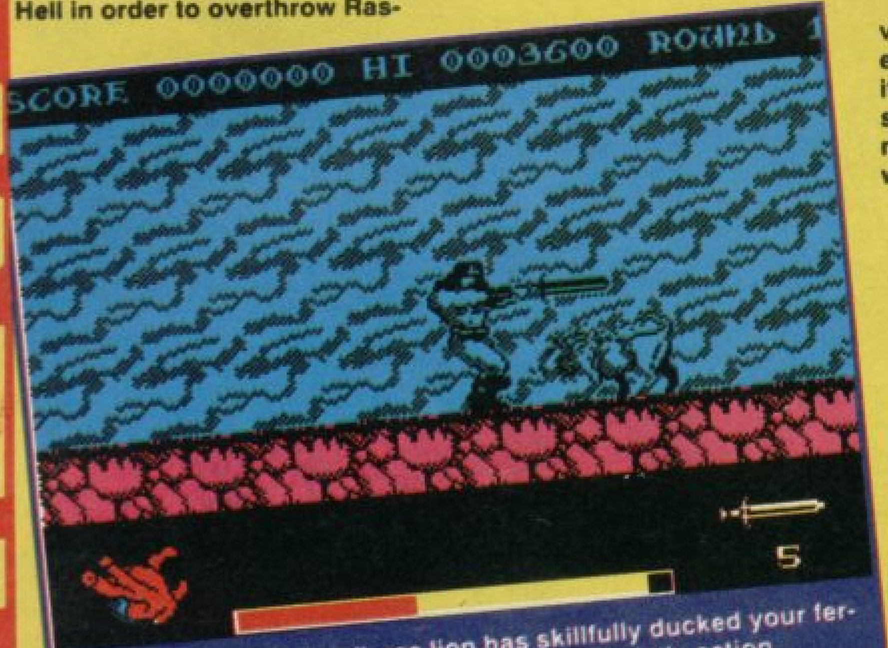

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RASTAN

I thought Rastan was a dread-locked adventurer eternally searching for the lost treasure of Lord Bob-Marley, but as it turns out he's a muscle-bound loin-cloth clad clod just like all the others. Still and all, Rastan is an excellent swords-and-sorcery slash-'em-up, well converted from the original Taito coin-op and worth seeking out on budget if you didn't get it full price in 1987, or on one of the subsequent compilations.

The world of Maranna is one of hardy barbarians, and the hardiest of them all, the one who can eat FOUR Weetabix for breakfast, is King Rastan. But, on dear! An evil wizard (yes, heard it all before, get on with it) has unleashed the demons of Hell in order to overthrow Rastan, who must battle his way to the castle of Karg (I kid you not) and defeat the soul-sucking dragon... great!





ARK! Too high! The fierce lion has skillfully ducked your ferocious attack. Now for some really intense battle action.

What you get is an enormous scrolling playing area including ramparts, rope ladders, pits, mountains and castellations. Use of colour in the backgrounds is good, although the characters are sensibly kept monochrome to reduce colour clashes.

Rastan must make his way along, swinging his mighty axe, Axe, to lop bits off various skeletons, lizard men, warriors and demons, who die in amusing splashes of gore. Joystick or keyboard controls allow you to jump up, left and right; crouch under flying weapons; swing your axe; and jab your sword down or up (they don't like it up 'em, these demons). The action's a bit repetitive, but every level is different.

Additionally you get to collect all sorts of magical goodies; shields which reduce damage a bit, mantles which reduce damage lots, armour which stops all damage for a limited time, medicine which replenishes energy, gold tokens which top your energy up to maximum, jewels for bonus points, rings to speed up weapon movements, and necklaces to double points. There are a couple to look out for, though; poison depletes your energy, and a mysterious magical rod can do you good or harm. Each level also has a powerful guardian which has to be defeated before you can continue.

While most of the business involves simply hacking to death everything which moves before it gets you, there are some very slightly more intellectual elements to Rastan, involving working out how to negotiate obstacles such as pits of fire and crushing blocks. You must also defeat challenging enemies by utilising mysterious powers, so mysterious that I haven't got the faintest idea what they do or how to activate them.

On the whole though it's just mindless violence, and this is completely fine. Rastan's a game for Real Men - check it out if your loin-cloth is tight enough.

SCORES

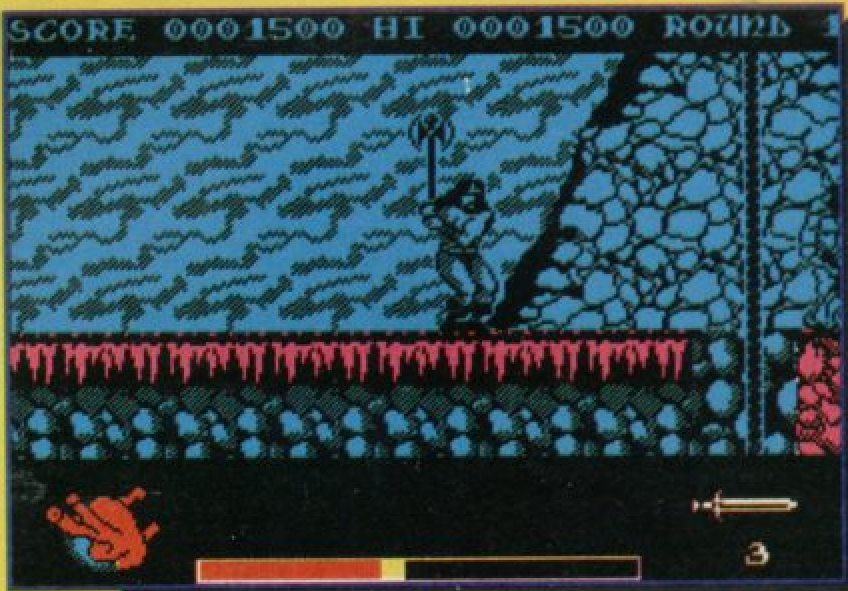
Graphics	79
Sound	60
Playability	79
Lastability	86

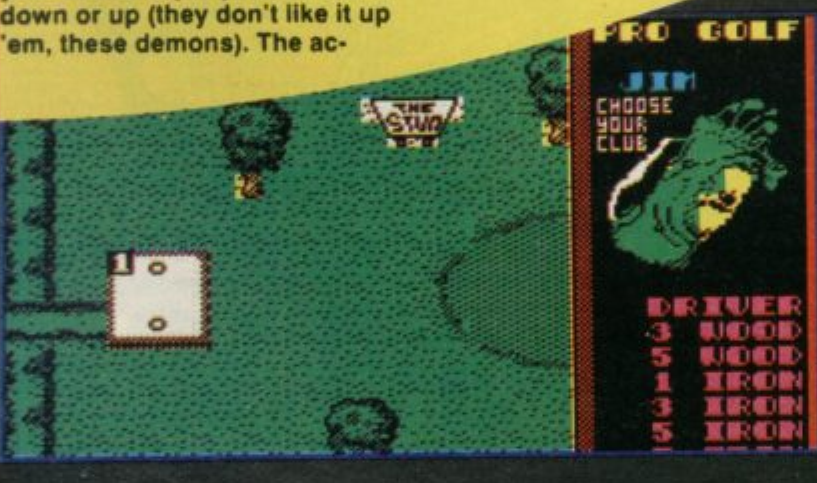
OVERALL 81%

Sword-and-slashery epic well worth checking out if you're dying for a slash

Label: Hit Squad Price: £2.99

CHRIS JENKINS





You know you're in trouble when the most complimentary thing the normally overenthusiastic Codemasters can find to say about one of their games is "Incredible! - 75% (Your Stinklair)."

Actually Pro Golf Sim is a bit better than that - at least it's pretty comprehensive, with all the authentic features of the game including bunkers, rough, trees, lakes, islands, selection of clubs, a zoom feature in the putting stage, scoreboard, wind meter and dogs stealing your balls (guess which one of these I made up).

Up to four players can take part, and there are options for various controls, putting practice, or practicing a particular hole, before you plunge into the full 18-hole competition.

Your first option is to examine the course, using the joystick or keyboard control to scroll around the nicely detailed backgrounds, which look in some ways as if they've been pinched from a Kung-Fu Death





PRO GOLF SIMULATOR

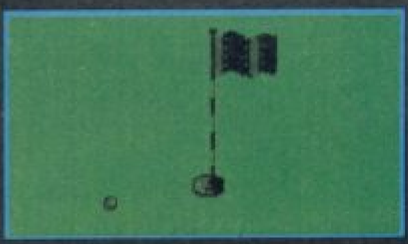
Commando Wombats game. Once you've assessed the difficulty of the hole you press Fire to play, first choosing a club using the pointing-finger cursor at the right hand side of the screen.

Once your club is selected you set the direction of your stroke using a rotating indicator on the pin, then strike by holding the fire button until the strength gauge rises to the desired level. On releasing the fire button, the hook/slice indicator starts to move across the screen; hit Fire again when it's in the desired position, and you'll see the ball whizzing, hopefully, towards the green. All this is accompanied by nice little inset animated sequences.



Still trying to make it onto the green, Chris keeps on swingin'. There isn't even any wind to hamper him (for once).







Once you get close enough to the hole, the display changes to a close-up showing the flag, your ball and the strength gauge (no hook/slice meter). If you hole below par you go onto the next hole; if you go too far over par, you forfeit that hole. There's a scoreboard display between holes, and obviously this is all a lot more fun if there's more than one competitor.

The big bonus is that there's also a course design option; using a selection of preprogrammed graphics blocks you can assemble the most fiendishly difficult courses, save them to tape and inflict them on your friends.

Pretty pictures, authentic gameplay, decent music and sound effects and it's only £2.99. I think you could safely indulge in a copy of Pro Golf Sim without being labelled a boring old f**t.



SCORES

Graphics	80
Sound	78
Playability	85
Lastability	88

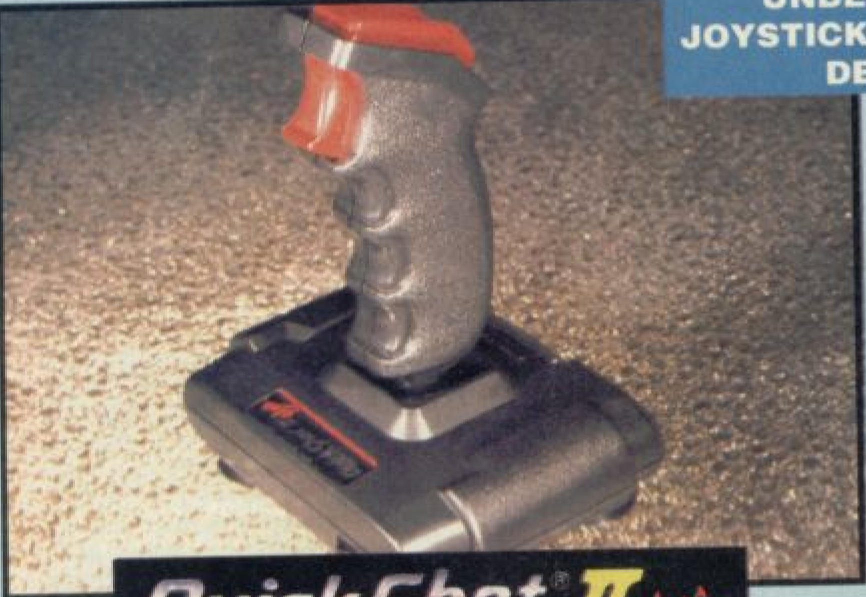
OVERALL 87%

An excellent thrash about in the woods but uninspiring sports sim.

Label: Codemasters
Price: £2.99
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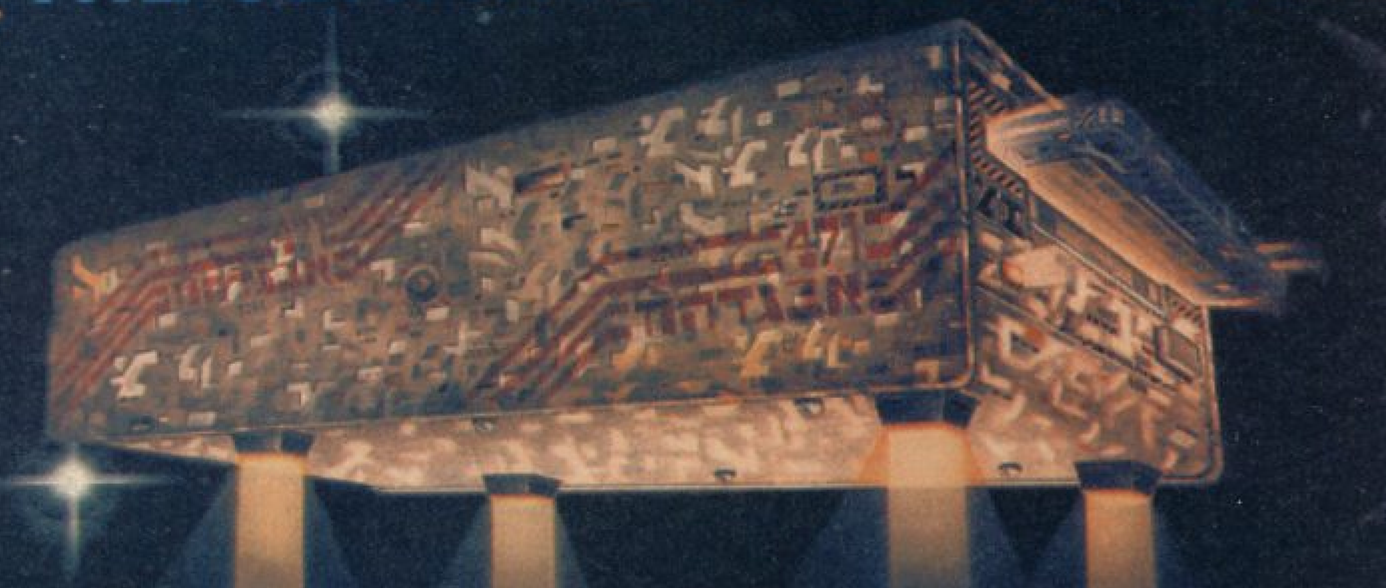
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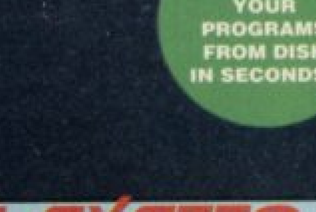
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KICK OFF 2

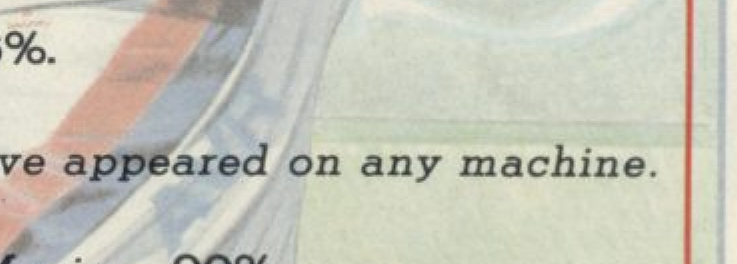
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THE ONE - *Ultimate soccer simulation.* 96%.
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SATAN

You have to hand it to Dinamic, there's no messing around with their titles; this game isn't called "Satan Has A Cheese and Wine Party", or "Satanic Drag Racing Simulator" or "Satan Versus the Oogroids from Plenth"; it's just called SATAN, so you know exactly who's the star of this excellent sword-and-slashery arcade adventure.

It's interesting to compare Satan with Rastan, a similar concept just re-released on budget. In both games, the hero is a loincloth-bulging barbarian hero, who has to take on hordes of evil demons on a quest for, er, something. The main difference is that while Rastan has a rather large, colourful graphical style, Satan plumps for small, highly detailed but largely monochrome characters. Sometimes your hero tends to merge into the background, and the animation is a tad slow and jerky, but individual screens look very nice and some of the monsters are gratifyingly hideous.

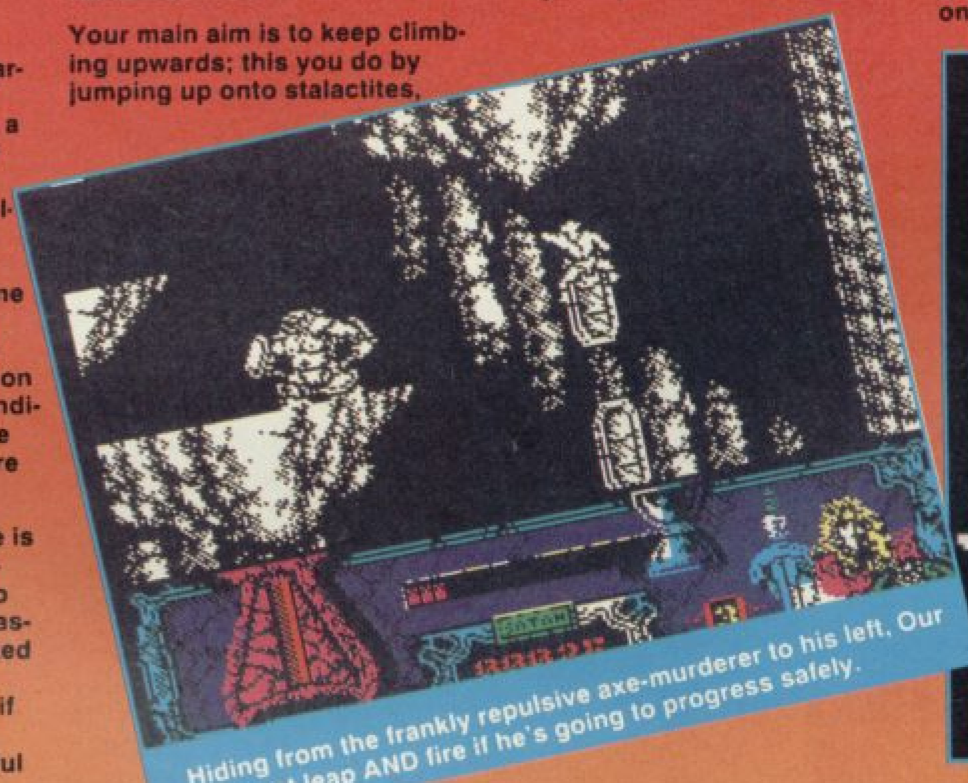
The first section of the game is a straightforward arcade adventure in which you have to run, leap and swing enthusiastically through demon-infested caverns. The demons come boiling out of nowhere, and if you zap them with magical bolts they leave behind useful icons; shields which add protection, life-restoring potions, and extra weapons such as three-way shooters. But, if you leave it too long, the icons turn back into demons - and what nasty demons they are; armoured lizards, crab warriors and fire-spitting harpies to name but three.

Your main aim is to keep climbing upwards; this you do by jumping up onto stalactites, shinning up, then making mighty leaps sideways to the next handhold. The actual running/jumping/shinning/leaping animation is great, though not particularly smooth, and there are nice optical effects as you launch magic bolts and zap monsters. You can shoot sideways as you climb, but you can't shoot as you jump, so it's a challenge to bump off the monsters before you climb onto the next plateau.

Finding arched exits gets you into side caverns where even more dangers lurk, and a Satanic scanner at the bottom of the screen shows you where danger lurks and points your way to the eventual exit (which I haven't reached yet.)

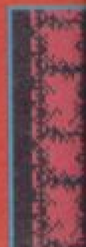
This is all very good, but the big gimmick of the game is that if you finish level one you get an access code to the second part of the game, which is loaded separately. Here your barbarian hero metamorphoses into a bearded sorceror, and the game assumes a more strategic aspect as you plot to use your magical powers to defeat old whiskery-chops Satan himself.

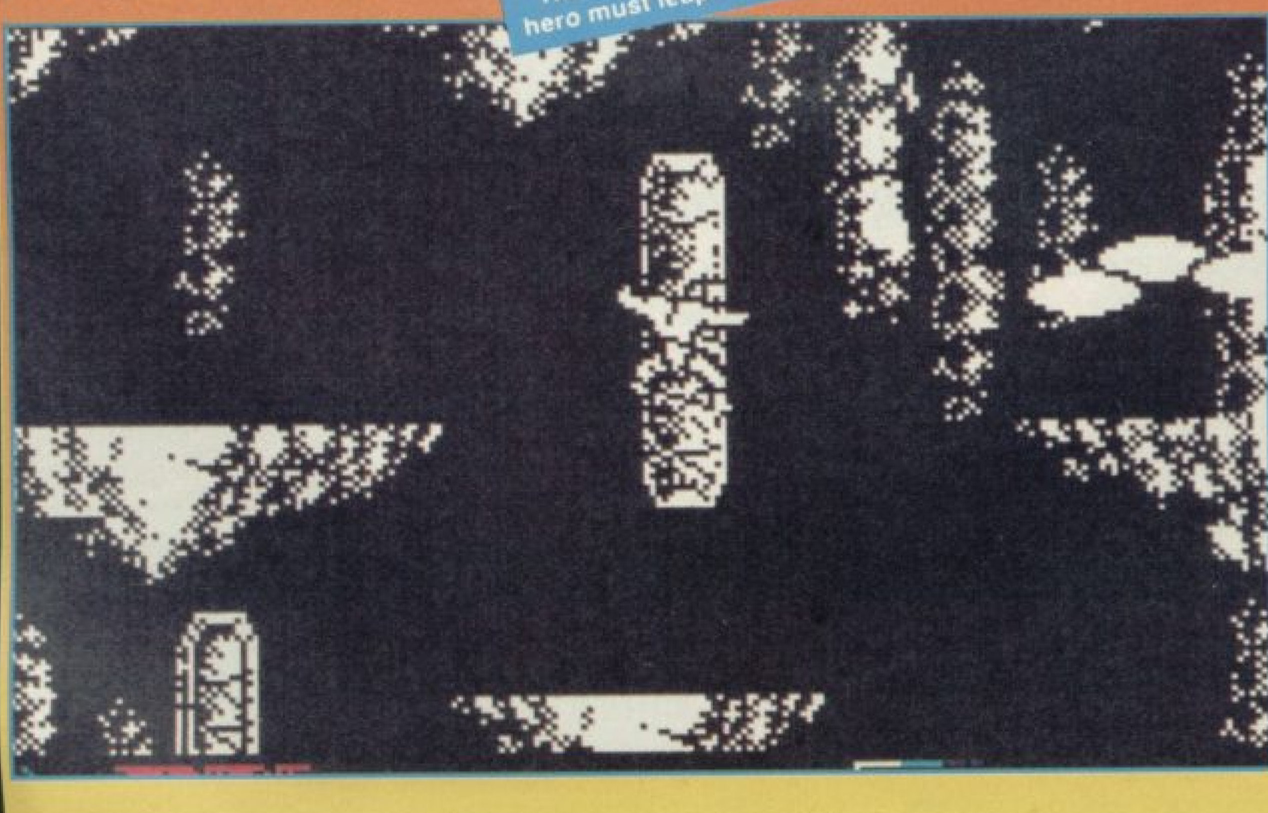
In this section (for which Dinamic thoughtlessly failed to give us the access code) you emerge from the caverns and

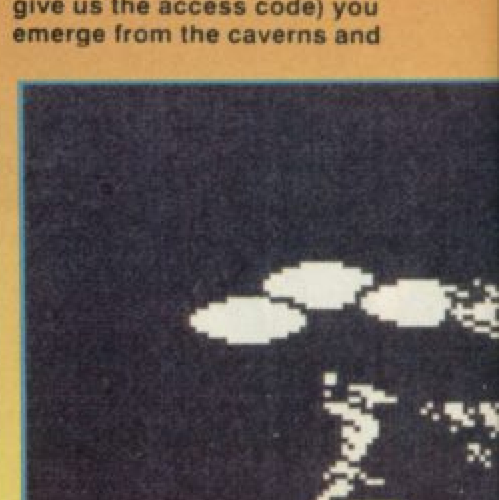


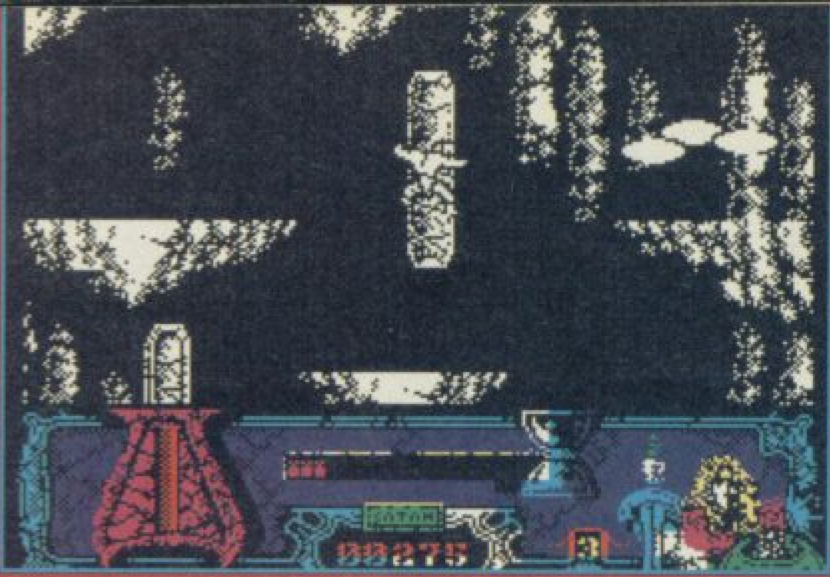
Hiding from the frankly repulsive axe-murderer to his left, Our hero must leap AND fire if he's going to progress safely.

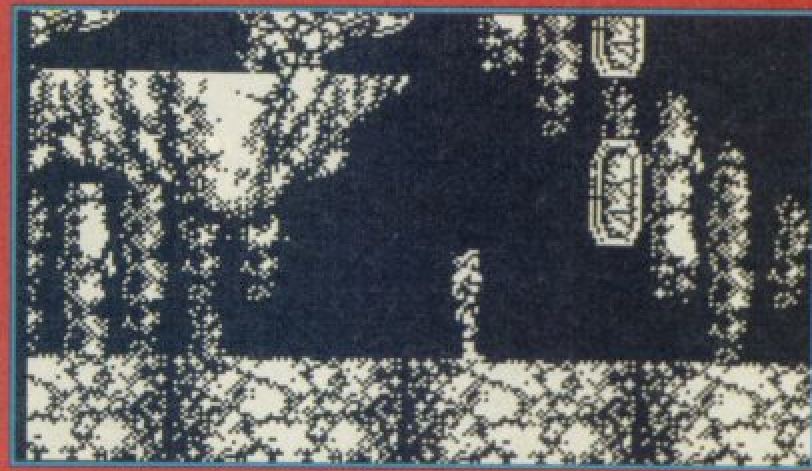




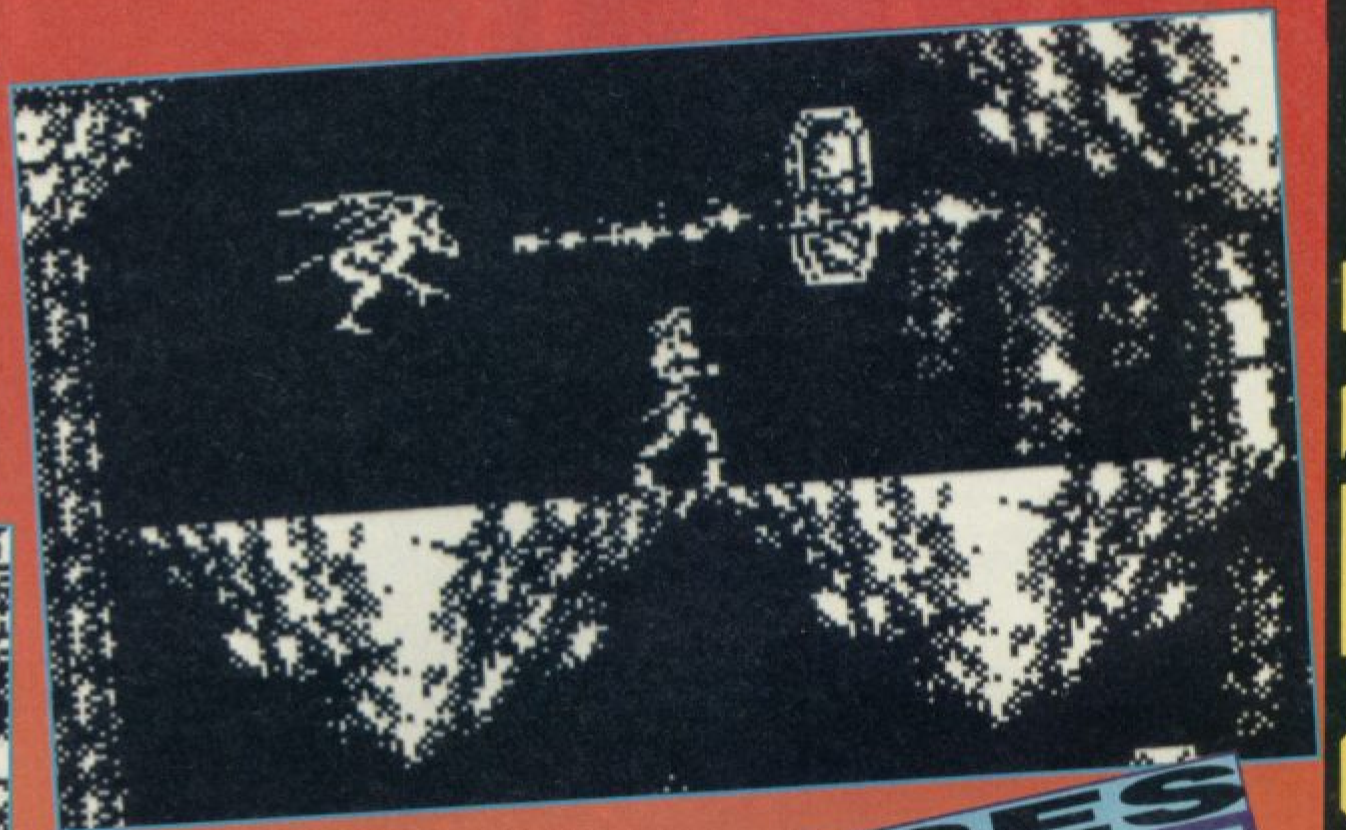
















SCORES

	85
	80
	82
	85

OVERALL 83%

Swords and Sorcery Spanish style should sell like hot paella and chips

Label: Dinamic Price: £8.99

CHRIS JENKINS

explore Satan's castle, again facing terrors such as hooded executioners, winged demons and ghouls. The difference is that in this stage you get to choose different magical spells and weapons to aid you in your quest. Oh well, eventually I suppose we'll get to see it.

Great stuff - I'm almost tempted to say magic.









SALAMANDER

Beyond infinity (which is pretty far away by anyone's standards) lies the evil galaxy dominated by the forces of the despotic Salamander. Some hero (you, to be precise) must persuade his compatriots the join him on a journey to Hell (just think of Birmingham Bullring Shopping Centre on a Saturday afternoon and double it).

Konami's coin-op Salamander was one of the first derivatives of Nemesis, the prototypical pick-up-the-extra-weapons game which led to dozens of imitators such as R-Type. Despite being first released in 1988 - a age ago! - Ocean's conversion stands up pretty well to the test of time.

Here's the poop. Your super-dooper space fighter flies horizontally through four levels of gunky alien dimensions, menaced by Nuclear Spiders, infernos, Caverns of Despair, Demons of Dreadfulness and Traffic Wardens of Terror (I made that bit up). As you fly along waves of baddies come at you, and if you zap an entire wave a bonus token appears; fly over it for added weaponfulness. Trouble is, you start off with a pathetically slow and under-powered ship, so you have to pick up some weapons FAST if you hope to survive the Awful Wiggly Space Snakes and so on.

Extra weapons available include speed-ups, penetrating lasers, diagonal missiles, and, er, other stuff. Since the alien attackers are extremely predictable, all you have to do is to learn the positioning and manoeuvres necessary to get through each stage, and hang on to as many weapons as you can ('cos of course you lose them if you lose a life).

There's a two-player mode, but that's alternate turns rather than two ships at once. Needless to say, the end-of-level guardians are more horrific than a cold pizza left over from a particularly dissolute Saturday night, and the sound effects are suitably bleepy. The ultimate target is the huge brain which controls Salamander's domain.

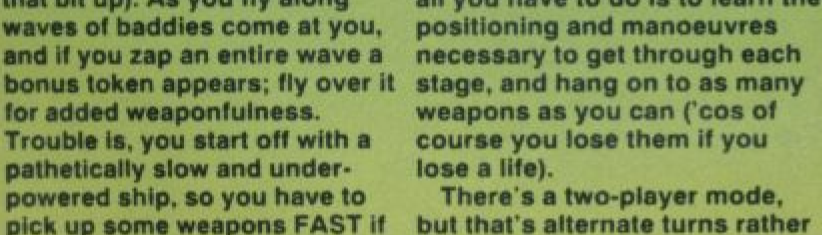
Salamander might not be as sophis as some of the more recent titles, where the weapons are nastier, the baddies uglier and the destruction horrificaler, but at £2.99 you can't really go wrong. Strap on your laser pistol and give it a shot.



The horror tentacles of apocalypse are no match for your homing missiles and laser fire. If only you could hit one...



Well, alright. They defeated me last time, despite my rockets and lasers, but THIS TIME, just you watch...



SCORES

Graphics	79
Sound	60
Playability	89
Lastability	81

OVERALL 81%

Good budget laser action. Showing its age a bit, but fun nonetheless.

Label: Hit Squad
Price: £2.99

CHRIS JENKINS

SUBBUTEO



Ah, Subbuteo! Long summer afternoons spent flicking wobbly little players around a cardboard football pitch, arguing with your little brother and ending up throwing footballers at each other.

No-one knows why it's called Subbuteo (except Mrs Subbuteo, presumably), but it's one of the traditional English pastimes which have been knocked on the head a bit by computer games, so it's nice to see Goliath having a kick at reviving it.

And a pretty good job they've done too. OK, there's absolutely no attempt made to create any illusion of 3-D; I suppose that would have made it too difficult to judge distances and angles, so the playing area is seen in a straight top-down view which reduces the players and the ball to featureless little circles.

The gameplay's the thing, though, and here Goliath do a good job of retaining the subtleties of the game.

You can choose to play either a single game, or enter a league competition, naming teams as you require. There's a wide range of control options, including all kinds of joysticks, definable keyboard and computer players; and you can choose the length of each half of the match from 1-45 minutes, select a playing formation from a list of three, and set the computer's playing skill at any of three levels.

So to the match itself. The pitch fills most of the screen; at the top are the scorecards and the digital timer. No big surprises here; the main difference between Subbuteo and other football games is that here only one player can move at a time; you don't get any "intelligent" control of your other players by the computer.

If you win the toss for kickoff or when it's your go otherwise, by combining various joystick movements and button presses you have to scroll the screen to the position of the ball, select a player (not necessarily the one closest to the ball), move a small white cursor indicating the direction of kick, then set the power and spin using a sliding meter which appears at the side of the pitch. It's all a bit fiddly, but there's no time pressure on you because nothing's happening while you dither (the computer, incidentally, seems to dither even longer).

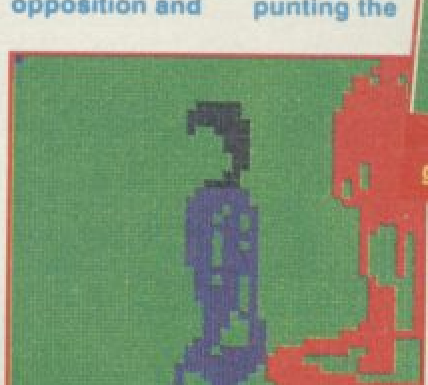
Once you kick, your player flies off (hopefully in the direction of the ball), scattering the opposition and punting the pill vaguely goalwards. The computer will tell you if you have made a foul, used an illegal player, gone off-side, scored a goal or whatever, and will give you a choice of a defensive or offensive move for your next go.

It takes some time to get used to the tactics of Subbuteo (for instance, you sometimes have to manoeuvre a player into position behind the ball before you can contemplate taking a shot), but if you have played the original game this may come more naturally. If you're used to more conventional footie sims Subbuteo probably won't drive you wild, but this is an excellent implementation of a classic "board game".





Less than stunning graphics conceal a really rather good game underneath. Watch those fingernails snap!



SCORES

Graphics	67	OVERALL 78%
Sound	70	
Playability	76	
Lastability	85	

All the frenetic finger-flippin' action with none of the nail-bustin'

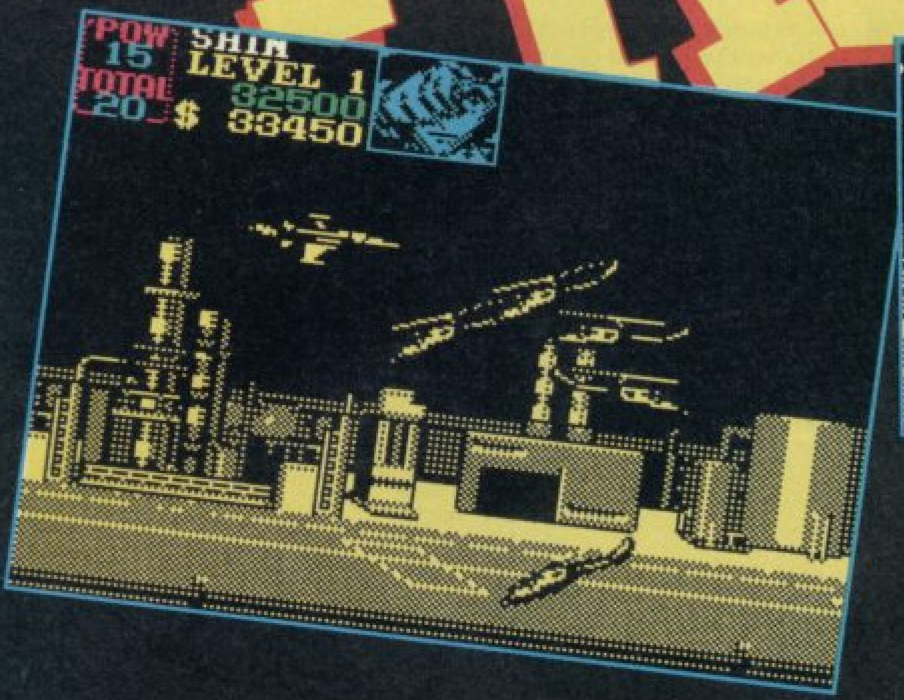
£9.95

Label: Electronic Zoo

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REVIEW

PRE-VIE





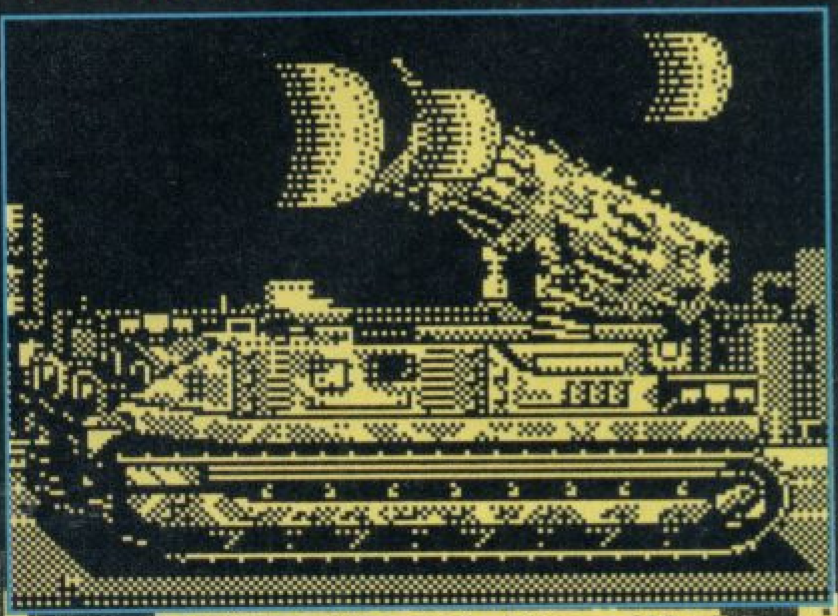
UN SQUADRON

US Gold have now taken to the skies with their very latest conversion of the CapCom arcade machine. And the graphics are more rad than a raddish on a surfboard. It's also pretty ruddy topical as it's based around a Middle East war theatre. In this case though it's (un)civil war fueled by unscrupulous arms dealers who have developed sinister new weapons in a bid to widen the reign of terror and line their pockets from the wealth of misery that they fuel.

UN Squadron has an option for two player silmultaneous play, and a choice of three (count 'em) planes for the good guys at the UN to fly. We'll be climbing into the cockpit and test piloting the game in the next issue.

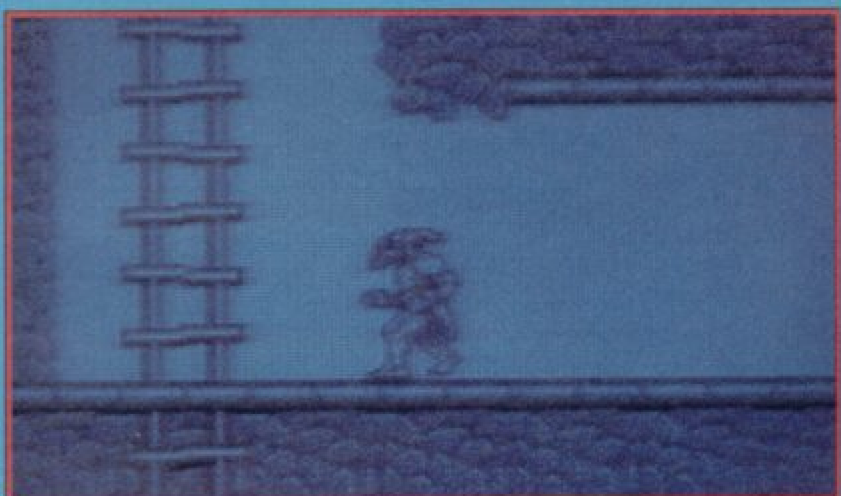
AUTHOR: CAPCOM
LABEL: US GOLD
STREETDATE: Sept
PRICE: £9.99





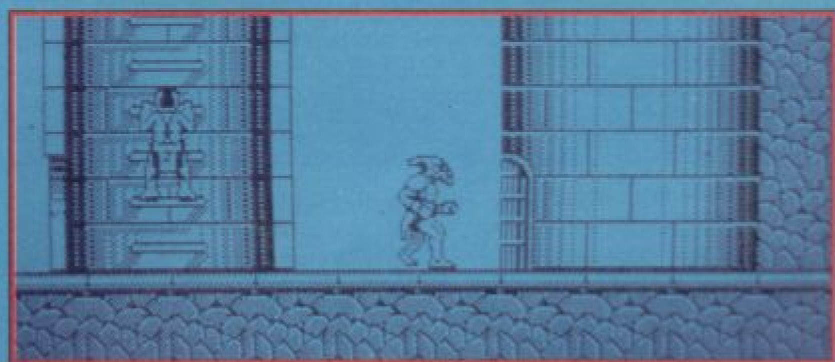
SHADOW OF THE BEAST

Gremlin, after a reasonably quiet period, has fairly burst back onto the Spectrum scene with two big-deal products. Lotus Esprit Turbo Challenge is previewed elsewhere this issue. *Shadow of the Beast*, however is right before your eyes!



Originally a Psygnosis game for 16-bit only, *Shadow* received a great deal of praise for its stunnatronic graphics but wasn't quite so highly recognised for it's gameplay. In fact people got pretty fed up with the continual disc access and frankly dull fight scenes.

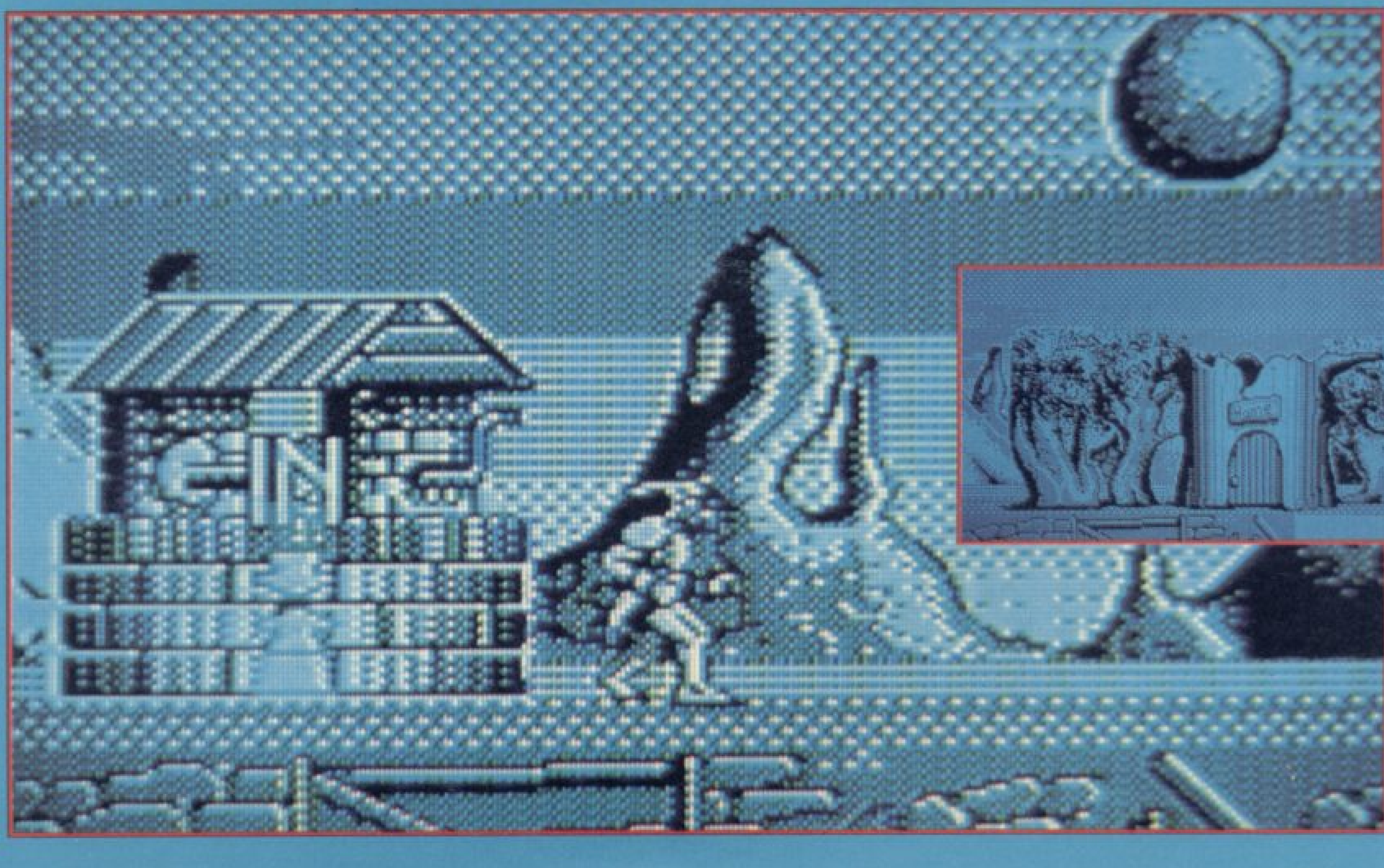
Speccy owners have no need to fear! *Shadow* has been completely re-written, tweaked and changed so the game plays like an absolute storm as well as looking fab. The game chronicles the adventures of a mythical hero and his battles with the increasingly bizarre and deadly armies of The Beast. His aim is to lift the cursed Shadow which blights his homeland through inginuity and bravery (it says here).



Shadow promises to set new standards in graphics for arcade adventures. So if you're after a real looker to show off the graphics capabilities of your machine, your prayers could be answered.

Streetdate: Late September.

Price: £9.99



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SOFTWARE

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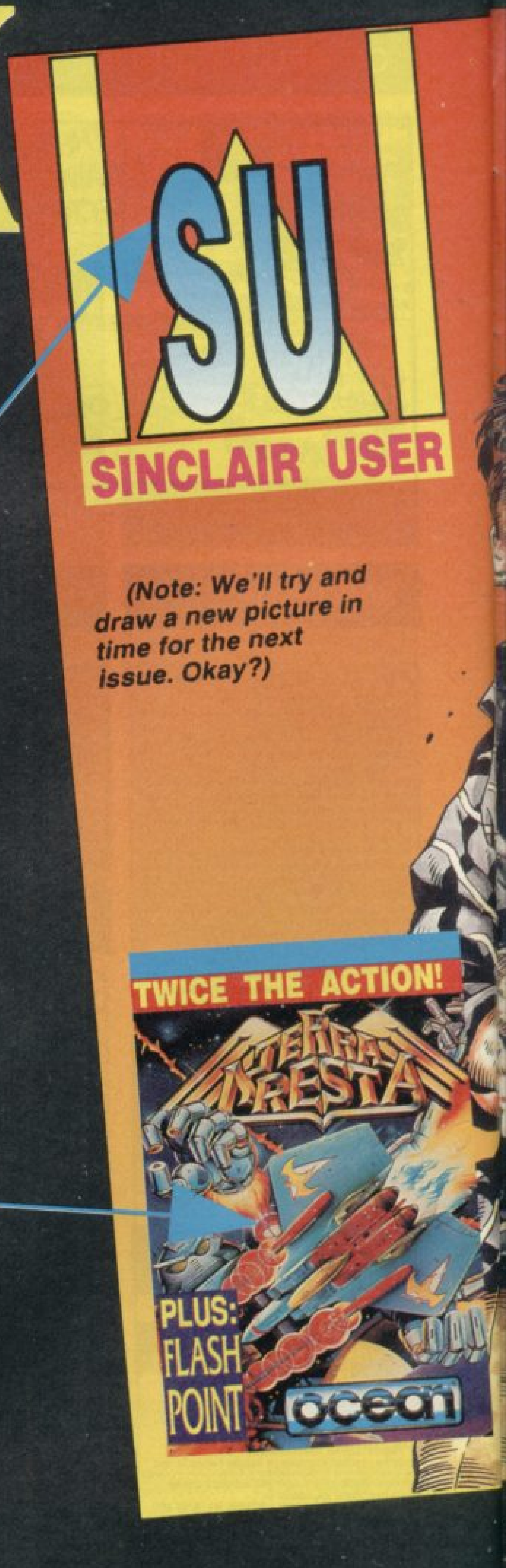
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THE NEXT ISSUE WILL LOOK WHY?

Because we're ringing the changes at SU Towers. To launch into the Xmas build up with a full head of steam (oo-er!) we've sorted out and souped up. The best magazine in the world just got better!



SEXY NEW LOGO

Because we know each other well enough to do away with all the stuffed-shirt full-name business. Call us SU. Our new streamlined logo will help you spot us a mile off, even if your newsagent has racked us behind a copy of Sea Angler.

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And what with all the new features, we'll need that room just to cram 'em all on the front each month!

6 GAMES ON TAPE

Yes. We're not kidding. We've put together a package which will quite simply blow you away. No half-assed botch jobs of amateur coding, these. Oh no. We've got 6 complete brain-bustin' games for you. PLUS a playable demo of Ocean Software's newest blockbuster! PLUS Pokes and cheats to help you through the toughest games around.

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AND THERE'S MORE! TURN THE PAGE TO FIND OUT MORE IN DETAIL..!

...NEXT MONTH...NEXT MONTH...

Games, games, galore! We're going crazy to bring you the coolest tape in the cosmos. There'll be an exclusive playble Ocean demo along with an ex*clusive* Ocean game. But that's not all! Oh no, one's never enough (oo-er.) There'll be SIX (count 'em) full games on the tape in total withthese other fab titles:

Rygar, Soloman's Key, Colluseum, Silent Shadow, and Titanic

All on Next Month's Double hits!
(Perhaps we should call it Sextuple Hits)

HOT TIPS

Where do we find the room on a tape? There'll still be tons of tips thanks to TIPS AMAZING and Captain Poke will be shakin' his funky thang at all the latest and greatest games on the shelves.

SHOWDOWN LOWDOWN

After the dust from the C.E.S. show settles, we'll be giving you all the all the latest gossip from the software world - the who's who, what's what and where the industry's going in its annual wind up to the Christmas releases.

THE FIRST - ALWAYS

And as ever, we'll be bring you the up-to-the minute lowdown on what's rad and what's bad as our joystick totin' team of desperados look at what's new in the world of games.

MORE FOR YOUR MONEY

More games than you can shake a stick at!

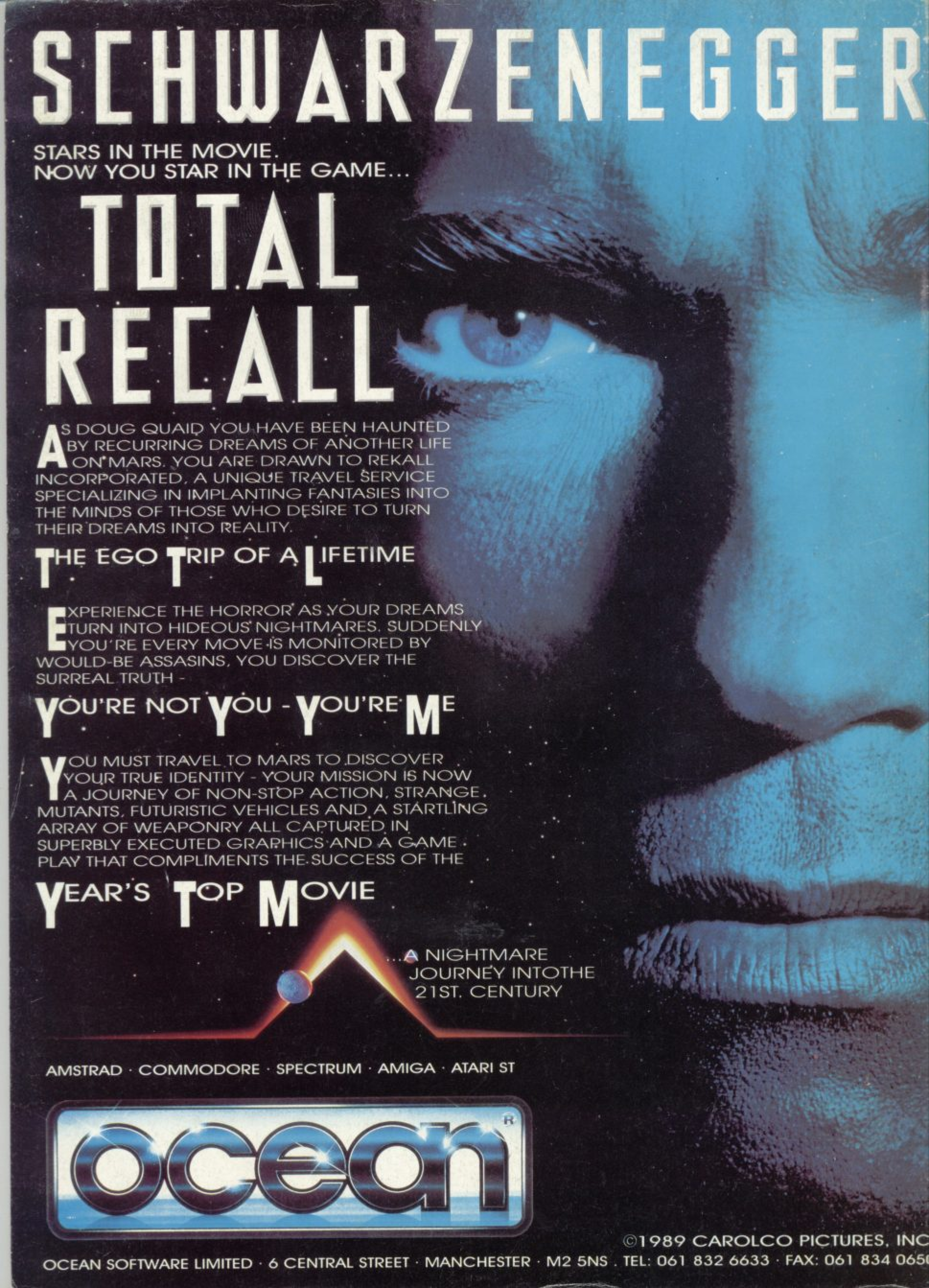
More competition winners than you ever thought possible!

More colour pages and reviews

OUT NOV 18..



TAKE
5
NIGHT HUNTER
PUFFY'S SAGA
SKATE WARS
IRON LORD
TWINWORLD
Blue Byte
SKATEWARS
A fast, violent and addictive SPORTS SIMULATION which will test your joystick and your nerves to the limit. The only way to win: aggressive tactics and strategic moves!
ST
C64 D + K7
CPC D + K7
SP D + K7
IRON LORD
Set in a massive and colourful medieval world, there's STRATEGY, ADVENTURE, ARCADE and much, much more here. This work of art will surely keep you occupied for weeks on end.
AG
ST
C64 D (K7 to come)
CPC D
SP D + K7
PC to come
PUFFY'S SAGA
Bright and colourful graphics as well as digitized sounds make this MAZE GAME extremely polished. In a word Puffy's Saga is an entertaining game that requires ARCADE skill as well as STRATEGY.
AG
ST
CPC D + K7
SP D + K7
C64 D (K7 to come)
NIGHT HUNTER
In this addictive horror-fantasy epic, you're Dracula, the blood-sucking Count. No doubt you'll get excited by this classy game whose sound, graphics and playability are equally impressive.
AG
ST
CPC D
SP D + K7
PC to come
TWINWORLD
Twinwolrd is a great combination of PLATFORM and ARCADE AVENTURE action. You'll get lots of fun wandering through the beautiful graphics of its 23 levels.
AG
ST
C64 D (K7 to come)
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YOU'RE NOT YOU - YOU'RE ME
YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE
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